ADOBE® PREMIERE® ELEMENTS 9

CLASSROOM IN A BOOK®

The official training workbook from Adobe Systems

DVD-ROM Included for Windows and Mac OS

ADOBE® PREMIERE® ELEMENTS 9

CLASSROOM IN A BOOK®

The official training workbook from Adobe Systems

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Adobe® Premiere® Elements 9 Classroom in a Book®

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Writer: Jan Ozer
Editor: Connie Jeung-Mills
Development Editor: Stephen Nathans-Kelly
Production Editor: Danielle Foster
Copyeditor: Anne Marie Walker
Keystroker: Jo Davies
Compositor: Danielle Foster
Indexer: Karin Arrigoni
Cover design: Eddie Yuen
Interior design: Mimi Heft

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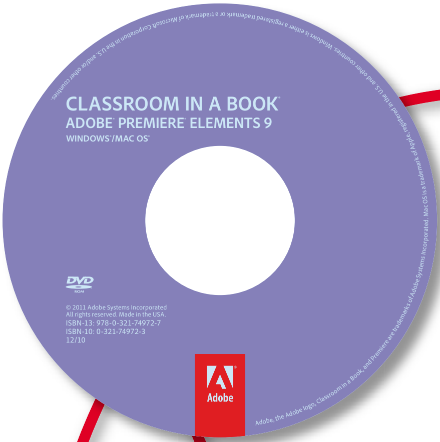
WHAT'S ON THE DISC

Here is an overview of the contents of the Classroom in a Book disc

The *Adobe® Premiere® Elements 9 Classroom in a Book®* disc includes the lesson files that you'll need to complete the exercises in this book, as well as other content to help you learn more about Adobe Premiere Elements 9 and use it with greater efficiency and ease. The diagram below represents the contents of the disc, which should help you locate the files you need.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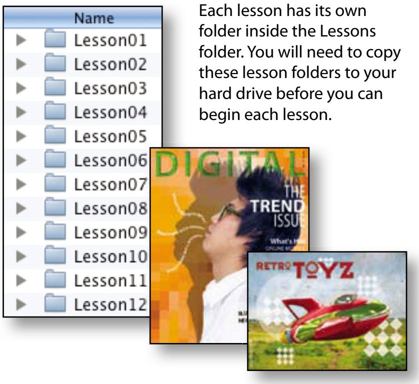
Lesson files

Each lesson has its own folder inside the Lessons folder. You will need to copy these lesson folders to your hard drive before you can begin each lesson.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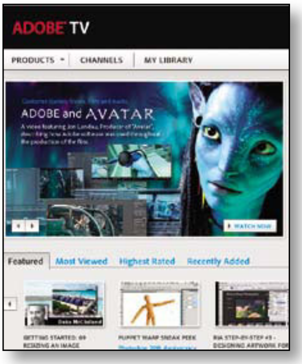
Online resources

Links to Adobe Community Help, product Help and Support pages, Adobe certification programs, Adobe TV, and other useful online resources can be found inside a handy HTML file. Just open it in your Web browser and click on the links, including a special link to this book's product page where you can access updates and bonus material.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Find information about other Adobe Press titles, covering the full spectrum of Adobe products, in the Online Resources file.

CONTENTS

GETTING STARTED 1

About Classroom in a Book 1

Prerequisites 2

Installing Premiere Elements 9 3

Copying the Classroom in a Book Files 3

Additional Resources 4

1 THE WORLD OF DIGITAL VIDEO 6

How Adobe Premiere Elements Fits into Video Production 8

The Adobe Premiere Elements Workspace 8

Working in the Organizer 10

Working with Photoshop.com 20

Review questions and answers 23

2 GETTING READY TO EDIT 24

Setting Up a New Project 26

Diagnosing Settings-related Issues 27

Working with Project Preferences 31

Customizing the Workspace 33

Review questions and answers 35

3 VIDEO CAPTURE AND IMPORT 36

Capturing Video with Premiere Elements 38

Capture Interfaces 39

Capturing Tape-based or Live Video 40

Capturing with the Capture Panel 45

Using the Video Importer 48

Importing Content from Your Hard Drive 53

Review questions and answers 54

4 ORGANIZING YOUR CONTENT 56

Getting Started 58
Viewing the Completed Movie Before You Start 58
Working in the Organize Workspace 59
Finding Clips in Media View 61
Tagging in the Organizer 64
Working with Project View 78
Review questions and answers 83

5 EDITING VIDEO 84

Getting Started 86
Viewing the Completed Movie Before You Start 86
Working with the Monitor Panel. 87
Working with the My Project Panel in the Sceneline 90
Using the Split Clip Tool in the Sceneline. 96
Working with the My Project Panel in the Timeline 97
Editing in the Timeline 100
Using the Split Clip Tool in the Timeline. 103
Working in Smart Trim Mode 105
Review questions and answers 110

6 WORKING WITH EFFECTS 112

Getting Started 114
Viewing the Completed Movie Before You Start 114
Using Effects 114
Working with SmartFix. 117
Perfecting Your Clips. 120
Changing Playback Speed. 130
Working with Keyframes 131
Using Keyframes to Animate Effects 137
Copying Effects from One Clip to Another 139
Creating a Picture-in-Picture Overlay 140
Compositing Two Clips Using Videomerge. 141
Changing Speed Using the Time Stretch Tool 143
Working with Motion Tracking 144
Working with Effect Masking 146

Exploring on Your Own 147
Review questions and answers 148

7 CREATING TRANSITIONS 150

Getting Started 152
Viewing the Completed Movie Before You Start 152
Working with Transitions 152
Exploring on Your Own 168
Review questions and answers 169

8 TITLES AND CREDITS 170

Working with Titles and Title-editing Mode 172
Getting Started 172
Viewing the Completed Movie Before You Start 172
Creating a Simple Title 173
Modifying Text. 175
Superimposing a Title over Video Clips 185
Creating a Rolling Credit 189
Using Title Templates 191
Exploring on Your Own 192
Review questions and answers 193

9 WORKING WITH SOUND 194

Getting Started 196
Viewing the Completed Movie for the First Exercise 196
Creating Background Music with SmartSound 197
Adding Narration 200
Adjusting Project Volume with SmartMix 202
Adjusting the Volume of an Audio Track 204
Exploring on Your Own 214
Review questions and answers 215

10 WORKING WITH MOVIE THEMES 216

Getting Started 218
Viewing the Completed Movie Before You Start 218
About Movie Themes 218
Exploring on Your Own 222
Review questions and answers 223

11 CREATING MENUS 224

Kids Shooting Hoops

Getting Started 226
Understanding DVDs and Blu-ray Discs 227
Manually Adding Scene Markers 229
Creating an Auto-play Disc 231
Automatically Generating Scene Markers 232
Creating a Disc with Menus 234
Modifying Scene Marker Buttons 237
Working with Submenus 241
Customizing Menus in Properties View 244
Customizing Menus with Video, Still Images, and Audio 246
Animating Buttons 249
Changing Menu Button Text Properties 252
Creating Web DVDs 255
Burning DVDs or Blu-ray Discs 257
Review questions and answers 261

12 SHARING MOVIES 262

Sharing and Exporting Video 264
Getting Started 264
Viewing the Completed Movie for the First Exercise 265
Uploading to YouTube 266
Uploading to Photoshop.com 268
Sharing on Your Personal Computer 271
Exporting to Mobile Phones and Players 276
Preparing to Export to Tape 277
Exporting to Tape 279
Exporting a Frame of Video as a Still Image 281
Review questions and answers 283

13 WORKING WITH PHOTOSHOP ELEMENTS 284

Kids Shooting Hoops

Viewing the Completed Movie Before You Start 286
Getting Started 286
Using the Edit Videos Command in Photoshop Elements 288

Loading an Album from Photoshop Elements. 291
Creating a New Photoshop File Optimized for Video 293
Customizing a Title in Photoshop Elements 294
Editing a Photoshop Image in Premiere Elements 300
Review questions and answers 303

INDEX **304**

GETTING STARTED

Adobe® Premiere® Elements 9 delivers video editing tools that balance power and versatility with ease of use. Premiere Elements 9 is ideal for home users, hobbyists, business users, and professional videographers—anyone who wants to produce high-quality movies and DVDs.

If you've used earlier versions of Premiere Elements, you'll find that this Classroom in a Book® covers the many new advanced skills and innovative features that Adobe Systems introduces in this version. If you're new to Premiere Elements, you'll learn the fundamental concepts and techniques that will help you master this application.

About Classroom in a Book

Adobe Premiere Elements 9 Classroom in a Book is part of the official training series for Adobe graphics and publishing software developed by Adobe product experts. Most lessons in this book include self-paced projects that give you hands-on experience using Premiere Elements 9.

The *Adobe Premiere Elements 9 Classroom in a Book* includes a DVD attached to the inside back cover. On the DVD, you'll find all the files used for the lessons in this book. As an overview, in the first two lessons, you'll learn your way around Premiere Elements' interface, how to set up a project, and how to customize critical preferences.

In Lesson 3, you'll learn how to capture and otherwise import video into Premiere Elements. Starting with Lesson 4 and continuing through Lesson 13, you'll open projects on the DVD and learn how to convert your raw, captured clips into a polished movie.

Prerequisites

Before you begin working on the lessons in this book, make sure that you and your computer are ready.

Requirements for Your Computer

You'll need about 4.3 gigabytes (GB) of free space on your hard disk for the lesson files and the work files you'll create. For some lessons, you will need to have 2 GB of RAM installed on your computer. Note that the lessons assume that you have installed all templates and associated content available with the DVD version of Premiere Elements 9. If you see a template that's not installed on your computer, you should be able to simply choose another template and continue with the lesson.

Required Skills

The lessons in this *Adobe Premiere Elements 9 Classroom in a Book* assume that you have a working knowledge of your computer and its operating system. This book does not teach the most basic and generic computer skills. If you can answer *yes* to the following questions, you're probably well qualified to start working on the projects in these lessons. You will almost certainly get the most benefit from working on the lessons in the order in which they occur in the book.

- Do you know how to use the Microsoft Windows Start button and the Windows task bar? On the Mac, do you know how to run applications from the Dock or in the Applications folder? In both operating systems, can you open menus and submenus, and choose items from those menus?
- Do you know how to use My Computer, Windows Explorer, Finder, and/or a browser such as Internet Explorer or Safari to find items stored in folders on your computer, or to browse the Internet?
- Are you comfortable using the mouse to move the pointer, select items, drag, and deselect? Have you used context menus, which open when you right-click items in Windows or Control-click items on the Mac if you're working with a single-button mouse?
- When you have two or more open applications, do you know how to switch from one to another? Do you know how to switch to the Windows or Macintosh desktop?
- Do you know how to open, close, and minimize individual windows? Can you move them to different locations on your screen? Can you resize a window by dragging?
- Can you scroll (vertically and horizontally) within a window to see contents that may not be visible in the displayed area?

- Are you familiar with the menus across the top of an application and how to use those menus?
- Have you used dialogs (special windows in the interface that display information), such as the Print dialog? Do you know how to click arrow icons to open a menu within a dialog?
- Can you open, save, and close a file? Are you familiar with word processing tasks, such as typing, selecting words, backspacing, deleting, copying, pasting, and changing text?
- Do you know how to open and find information in Microsoft Windows or Apple Macintosh Help?

If there are gaps in your mastery of these skills, see the documentation for your operating system. Or, ask a computer-savvy friend or instructor for help.

Installing Premiere Elements 9

Premiere Elements 9 software (sold separately) is intended for installation on a computer running Windows XP, Vista, or Windows 7, or Mac OS 10.5x or later. For system requirements and complete instructions on installing the software, see the Premiere Elements 9 application DVD and documentation. To get the most from the projects in this book, you should install all the templates included with the software. Otherwise, you may notice missing file error messages.

Note: The videos on the DVD are practice files provided for your personal use in these lessons. You are not authorized to use these videos commercially or to publish or distribute them in any form without written permission from Adobe Systems Incorporated, or other copyright holders.

Copying the Classroom in a Book Files

The DVD attached to the inside back cover of this book includes a Lessons folder containing all the electronic files for the lessons in this book. Follow the instructions to copy the files from the DVD, and then keep all the lesson files on your computer until after you have finished all the lessons.

Copying the Lessons Files from the DVD

1. Insert the *Adobe Premiere Elements 9 Classroom in a Book* DVD into your DVD-ROM drive. Open the DVD in My Computer or Windows Explorer (Windows), or in the Finder (Mac OS).
2. Locate the Lessons folder in the Premiere Elements 9 folder on the DVD and copy it to any convenient folder on your computer. Just remember where you copied it, because you'll be opening the lesson files frequently throughout the book. In the Lessons folder you will find individual folders containing project files needed for the completion of each lesson.

3. When your computer finishes copying the Lessons folder (which could take several minutes), remove the DVD from your DVD-ROM drive, and store it in a safe place for future use.

Additional Resources

Adobe Premiere Elements 9 Classroom in a Book is not meant to replace documentation that comes with the program, nor is it designed to be a comprehensive reference for every feature in Premiere Elements 9. Only the commands and options used in the lessons are explained in this book. For comprehensive information and tutorials about program features, please refer to these resources:

Adobe Community Help Community Help brings together active Adobe product users, Adobe product team members, authors, and experts to give you the most useful, relevant, and up-to-date information about Adobe products. Whether you're looking for an answer to a problem, have a question about the software, or want to share a useful tip or technique, you'll benefit from Community Help. Search results will show you not only content from Adobe, but also from the community. With Adobe Community Help you can:

- Access up-to-date definitive reference content online and offline
- Find the most relevant content contributed by experts from the Adobe community, on and off Adobe.com
- Comment on, rate, and contribute to content in the Adobe community
- Download Help content directly to your desktop for offline use
- Find related content with dynamic search and navigation tools

To access Community Help The Community Help application downloads when you first install Premiere Elements 9. To invoke Help, press F1 or choose Help > Premiere Elements Help.

To ensure that you have the latest version of the Community Help application, download it here: www.adobe.com/support/chc/index.html

Adobe content is updated based on community feedback and contributions. You can contribute in several ways: you can add comments to both content and forums—including links to web content, or publish your own content using the Community Publishing AIR app. You'll find more information about how to contribute at www.adobe.com/community/publishing/download.html

See http://community.adobe.com/help/profile/faq.html for answers to frequently asked questions about Community Help.

Adobe Premiere Elements 9 Help and Support Point your browser to www.adobe.com/support/premiereelements/ where you can find and browse Help and Support content on adobe.com.

Adobe TV http://tv.adobe.com is an online video resource for expert instruction and inspiration about Adobe products, including a How To channel to get you started with your product.

Resources for educators www.adobe.com/education includes three free curriculums that use an integrated approach to teaching Adobe software and can be used to prepare for the Adobe Certified Associate exams.

Also check out these useful links:

Adobe Forums http://forums.adobe.com lets you tap into peer-to-peer discussions, and questions and answers on Adobe products.

Adobe Premiere Elements 9 product home page
http://www.adobe.com/products/premiereel/

1

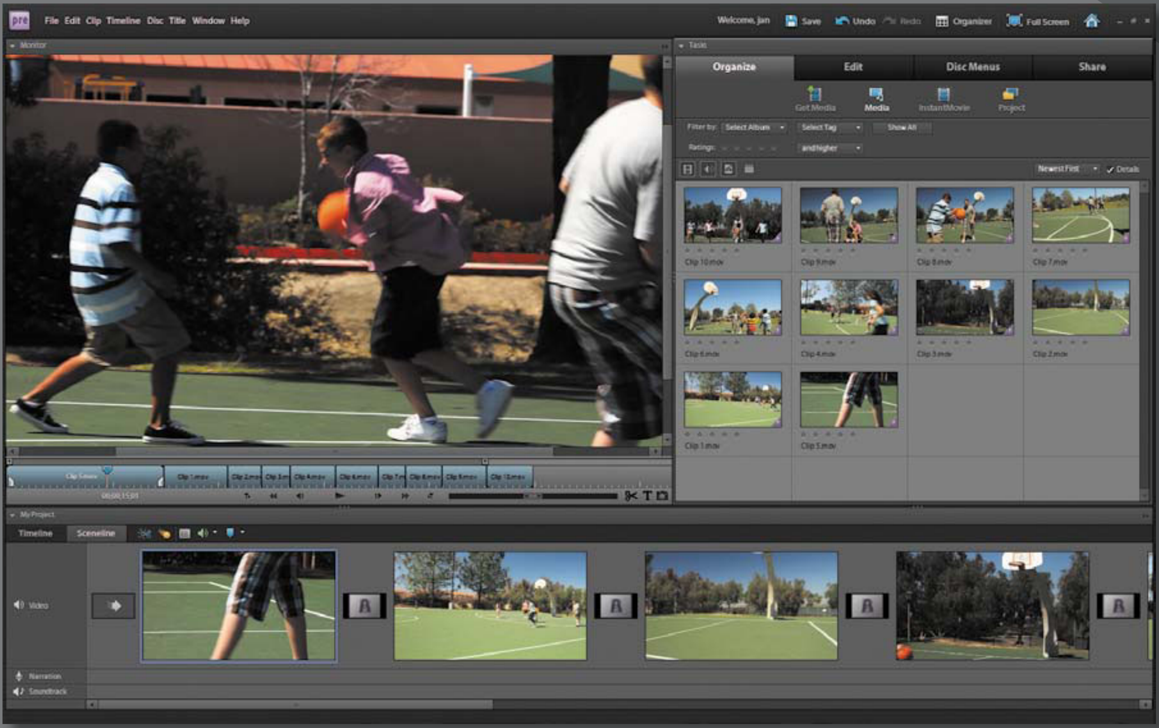
THE WORLD OF DIGITAL VIDEO

This lesson describes how you'll use Adobe Premiere Elements 9 to produce movies and introduces you to the key panels, workspaces, and views within the application. You'll also learn the benefits of subscribing to Adobe Photoshop.com.

This lesson will introduce the following concepts:

- Navigating the Adobe Premiere Elements workspaces
- Importing and tagging media
- Uploading and sharing content with Photoshop.com

This lesson will take approximately 45 minutes.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File Edit Clip Timeline Disc Title Window Help
Welcome, jan
Save
Undo
Redo
Organizer
Full Screen
Monitor
Tasks
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by: Select Album
Select Tag
Show All
Ratings:
and higher
Newest First
Details
Clip 10.mov
Clip 9.mov
Clip 8.mov
Clip 7.mov
Clip 6.mov
Clip 4.mov
Clip 3.mov
Clip 2.mov
Clip 1.mov
Clip 5.mov
My Project
Timeline
Sceneline
Video
Narration
Soundtrack

The Adobe Premiere Elements workspace.

How Adobe Premiere Elements Fits into Video Production

Video producers are diverse, and each uses Adobe Premiere Elements differently. At a high level, however, all producers will use Adobe Premiere Elements to import and organize footage (video, stills, and audio)—whether from a camcorder, digital camera, or other source—and then edit the clips into a cohesive movie. If you have Adobe Premiere Elements and Adobe Photoshop Elements, you have an extraordinarily flexible and well-featured platform for projects combining still images and video. Now, Adobe Premiere Elements 9 is a cross-platform solution that runs on the Mac and Windows operating systems.

From a video perspective, such editing will include trimming away unwanted sections of your source clips, correcting exposure and adjusting color as needed, and then applying transitions and special effects as well as adding titles. On the audio front, perhaps you'll add narration to your productions or a background music track. When your movie is complete, you might create menus for recording to DVD and/or Blu-ray Discs, and then output the movie for sharing with others via disc (such as DVD or Blu-ray) and/or web or file-based output.

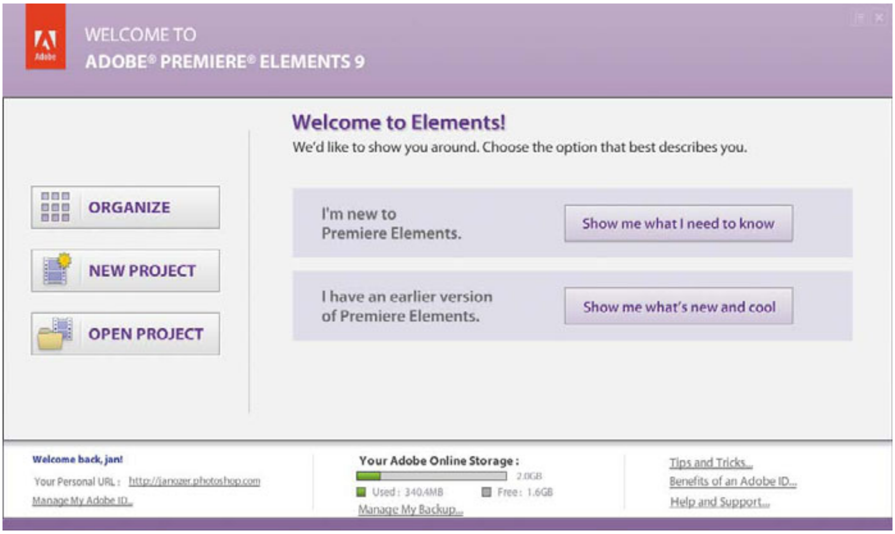
Adobe Premiere Elements facilitates this workflow using a simple three-panel interface with custom workspaces for each of the four production steps: clip acquisition and organization, editing, disc menu creation, and sharing. This chapter introduces you to the Adobe Premiere Elements interface and these four workspaces.

You undoubtedly purchased Adobe Premiere Elements to start producing movies as soon as possible. Taking a few moments now to read through this overview will not only get you up and running in Adobe Premiere Elements more quickly, but it will also help you understand how this book is organized and where to find the content that details the operations you'll be performing in future projects.

The Adobe Premiere Elements Workspace

When you launch Adobe Premiere Elements, a Welcome screen appears. From here, you can open the Organizer, start a new project, or open a project. The bottom of the Welcome screen displays the status of your Photoshop.com membership and provides access to your Account Details, your Shared Gallery, and Adobe Premiere Elements Tutorials. After you make some selections the first time you run Adobe Premiere Elements, the large center screen will also contain information about tutorials available to Plus members on Photoshop.com.

Note: Sometimes when you run Premiere Elements, you will be asked to log in to Photoshop.com. If you have an account and wish to log in, please do so. Otherwise, click skip this step to avoid logging in.



Welcome to Elements!

We'd like to show you around. Choose the option that best describes you.

I'm new to Premiere Elements.

I have an earlier version of Premiere Elements.

Welcome back, jan!

Your Personal URL: http://janozer.photoshop.com

Your Adobe Online Storage: 2.0GB

Used: 340.4MB Free: 1.6GB

Note: The screen that you see may be slightly different than this if you haven't run Adobe Premiere Elements before, but the major buttons and operations will be identical.

In addition to launching Adobe Premiere Elements on the Mac, one of the most significant enhancements to this version of Adobe Premiere Elements is that Adobe now includes a complete version of the Elements Organizer on the Mac and Windows platforms. The Organizer is a great place to start many projects. It offers excellent tagging and search tools, the ability to view all your media in one place irrespective of its actual location on your hard drive, and the ability to easily share and archive your collections of video and still images. If you also own Photoshop Elements, you'll share the same Organizer, so you can access all your content from either Adobe Premiere Elements or Adobe Photoshop Elements, and you can launch a range of activities and workflows from either application from within one common content database.

Let's load some video files to see how starting projects in the Organizer works. Specifically, let's load only the video files from the Lesson04 and 05 folder that you copied to your hard drive from the DVD.

1 Start Adobe Premiere Elements and click the Organize button in the Welcome screen. The Organizer opens. If this is the first time you've worked with Adobe Premiere Elements or the Organizer, it will be empty and may ask you to identify folders where your media is located. If you've worked with it previously, it will contain other content that you've used before.

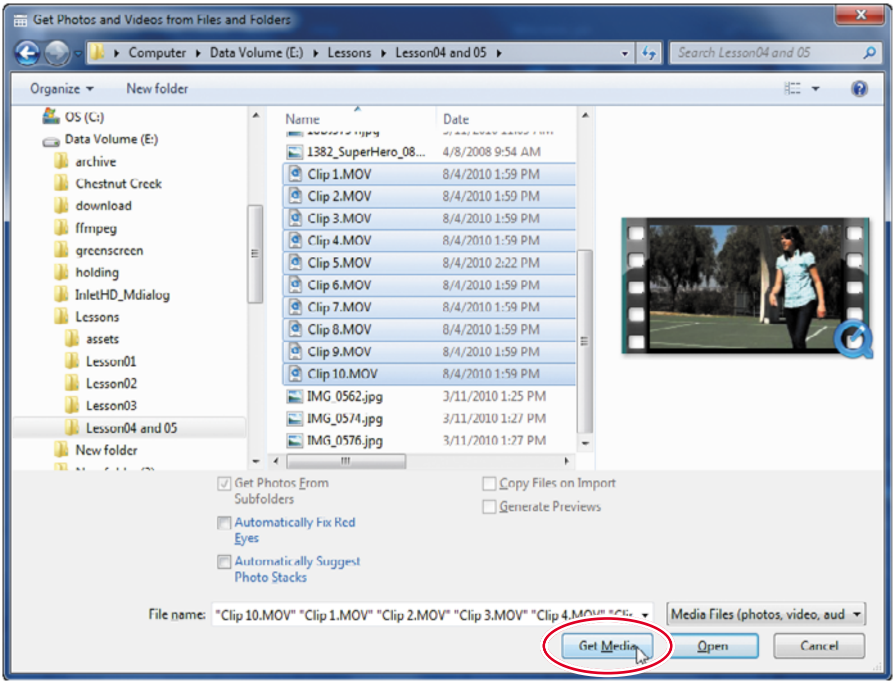
2 In the Organizer, choose File > Get Photos and Videos > From Files and Folders. The Get Photos and Videos from Files and Folders dialog opens.

Note: The Organizer can input video footage directly from all camcorders except for tape-based camcorders, like DV and HDV, and analog camcorders. Footage from these devices must be captured before importing the video into the Organizer. For this reason, if your project involves video from DV, HDV, or analog camcorders that you previously haven't captured to hard drive, you should start your projects by clicking New Projects in the Welcome screen, as shown in "Setting Up a New Project" in Chapter 2. Otherwise, if you're working with footage from any camcorder or digital camera that stores video onto a hard drive, DVD, SD media, or similar nontape-based storage, you can input that footage directly from the Organizer.

3 Navigate to your Lesson04 and 05 folder.

4 Select all video files (those with a .mov extension).

5 On the bottom right of the Get Photos and Videos from Files and Folders dialog, click Get Media. The Organizer loads the video into the Browser pane. If this is the first time you've used the Organizer, you may get a status message stating that the only items in the main window are those you just imported. Click OK to close the message; do not click Show All which displays the entire Catalog.


Get Photos and Videos from Files and Folders
Computer ▸ Data Volume (E:) ▸ Lessons ▸ Lesson04 and 05 ▸
Search Lesson04 and 05
Organize
New folder
OS (C:)
Data Volume (E:)
archive
Chestnut Creek
download
ffmpeg
greenscreen
holding
InletHD_Mdialog
Lessons
assets
Lesson01
Lesson02
Lesson03
Lesson04 and 05
New folder
Get Media
Open
Cancel

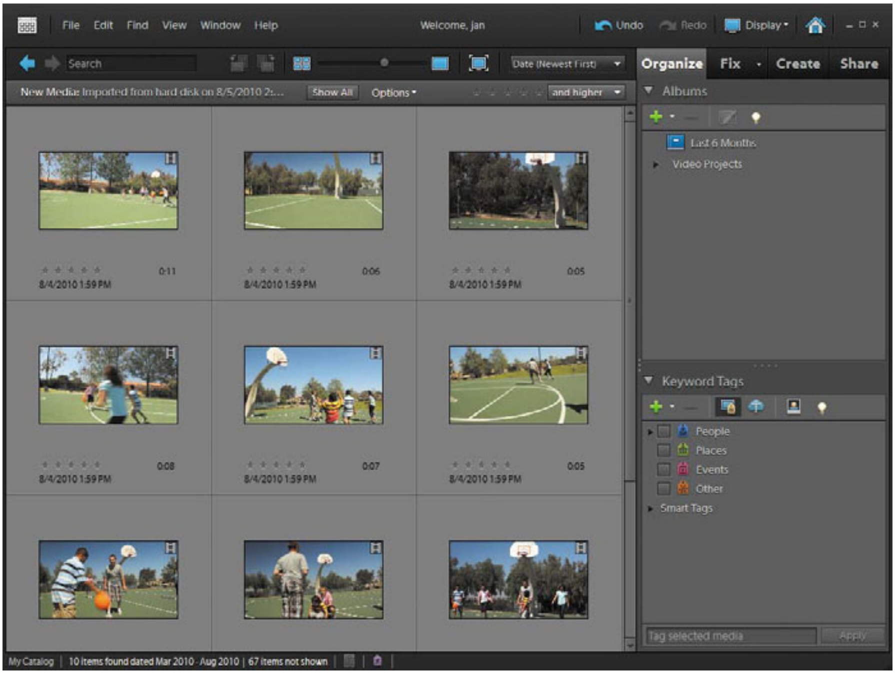
Name	Date
1382_SuperHero_08...	4/8/2008 9:54 AM
Clip 1.MOV	8/4/2010 1:59 PM
Clip 2.MOV	8/4/2010 1:59 PM
Clip 3.MOV	8/4/2010 1:59 PM
Clip 4.MOV	8/4/2010 1:59 PM
Clip 5.MOV	8/4/2010 2:22 PM
Clip 6.MOV	8/4/2010 1:59 PM
Clip 7.MOV	8/4/2010 1:59 PM
Clip 8.MOV	8/4/2010 1:59 PM
Clip 9.MOV	8/4/2010 1:59 PM
Clip 10.MOV	8/4/2010 1:59 PM
IMG_0562.jpg	3/11/2010 1:25 PM
IMG_0574.jpg	3/11/2010 1:27 PM
IMG_0576.jpg	3/11/2010 1:27 PM

☑ Get Photos From Subfolders
☐ Automatically Fix Red Eyes
☐ Automatically Suggest Photo Stacks
☐ Copy Files on Import
☐ Generate Previews

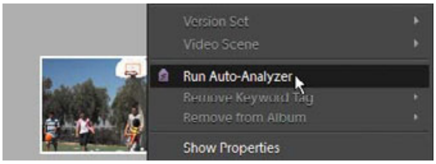
File name: "Clip 10.MOV" "Clip 1.MOV" "Clip 2.MOV" "Clip 3.MOV" "Clip 4.MOV" "Cli
Media Files (photos, video, aud

Working in the Organizer

In the Organizer workspace, the main work area is the Browser pane where you can find, sort, and organize your video, audio, photos, and other media files. On the right is the Task pane, which includes four tabs that open the Organize, Fix, Create, and Share panels. You'll learn the operation of all four panels in Chapter 4; for now, here are a couple of highlights.


File
Edit
Find
View
Window
Help
Welcome, jan
Undo
Redo
Display
Search
Date (Newest First)
Organize
Fix
Create
Share
New Media: Imported from hard disk on 8/5/2010 2:...
Show All
Options
and higher
Albums
Last 6 Months
Video Projects
Keyword Tags
People
Places
Events
Other
Smart Tags
Tag selected media
Apply
0:11
0:06
0:05
0:08
0:07
0:05
8/4/2010 1:59 PM
My Catalog | 10 items found dated Mar 2010 - Aug 2010 | 67 items not shown

In the Organize panel, shown on the right, you can apply tags to your videos to help organize them, or run the Auto Analyzer, which applies Smart Tags to the clips. Smart Tags assist in multiple activities, including creating InstantMovies (Chapter 4) and directing Smart Trimming (Chapter 5) and SmartFix (Chapter 6). To run the Auto Analyzer function, select a clip or clips, right-click, and choose Run Auto Analyzer.

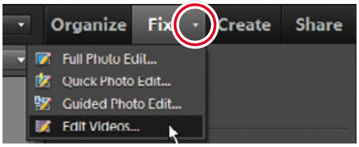

Version Set
Video Scene
Run Auto-Analyzer
Remove Keyword Tag
Remove from Album
Show Properties

In addition, in the Create panel, you can start a number of projects, including InstantMovies and DVDs with menus, as well as a host of photo-related projects. In the Share panel, you can launch Adobe Premiere Elements to upload video to YouTube or to a mobile phone. And in the Fix panel, you can send all selected videos to Adobe Premiere Elements for editing. Let's do that to start your tour of the Adobe Premiere Elements workspace.

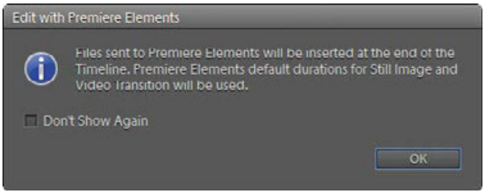
1 In the Organizer, click the Fix tab to open the Fix panel.

2 Press Ctrl-A (Windows) or Command-A (Mac OS) to select all videos currently in the Organizer (only those videos that you just imported should be displayed).

3 In the Fix panel, click the down triangle on the top right of the Fix tab, and choose Edit Videos.



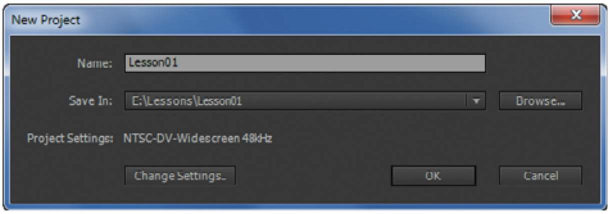
4 If this is the first time you've used this function, you'll see the status message in the next figure. Click OK to close the message.


Edit with Premiere Elements

Files sent to Premiere Elements will be inserted at the end of the Timeline. Premiere Elements default durations for Still Image and Video Transition will be used.

☐ Don't Show Again

5 Adobe Premiere Elements opens the New Project panel. Type *Lesson01* in the Name field (Adobe Premiere Elements will add the necessary extension), and click the Browse button to change the location of the project, if desired.

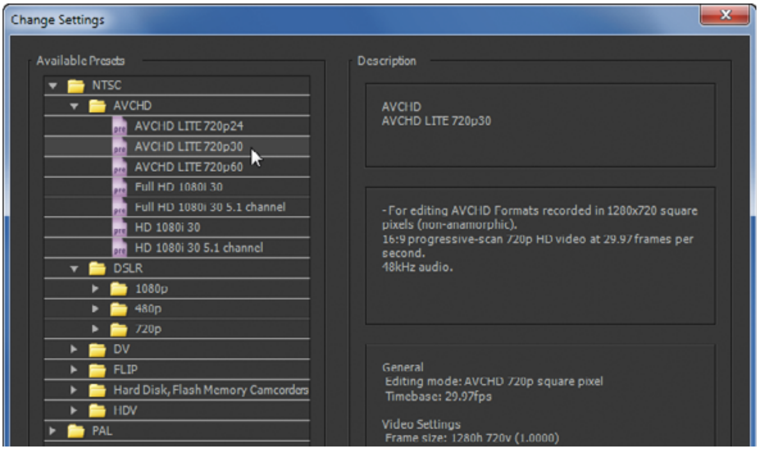

New Project

Name: Lesson01

Save In: E:\Lessons\Lesson01

Project Settings: NTSC-DV-Widescreen 48kHz

6 Check the Project Settings in the lower-left corner of the New Project panel. If the Project Settings field shows AVCHD LITE720p30, proceed to step 9. If not, click the Change Settings button to open the Setup screen.


Change Settings

Available Presets
- NTSC
  - AVCHD
    - AVCHD LITE 720p24
    - AVCHD LITE 720p30
    - AVCHD LITE 720p60
    - Full HD 1080i 30
    - Full HD 1080i 30 5.1 channel
    - HD 1080i 30
    - HD 1080i 30 5.1 channel
  - DSLR
    - 1080p
    - 480p
    - 720p
  - DV
  - FLIP
  - Hard Disk, Flash Memory Camcorders
  - HDV
- PAL

Description

AVCHD
AVCHD LITE 720p30

-For editing AVCHD Formats recorded in 1280x720 square pixels (non-anamorphic).
16:9 progressive-scan 720p HD video at 29.97 frames per second.
48kHz audio.

General
Editing mode: AVCHD 720p square pixel
Timebase: 29.97fps

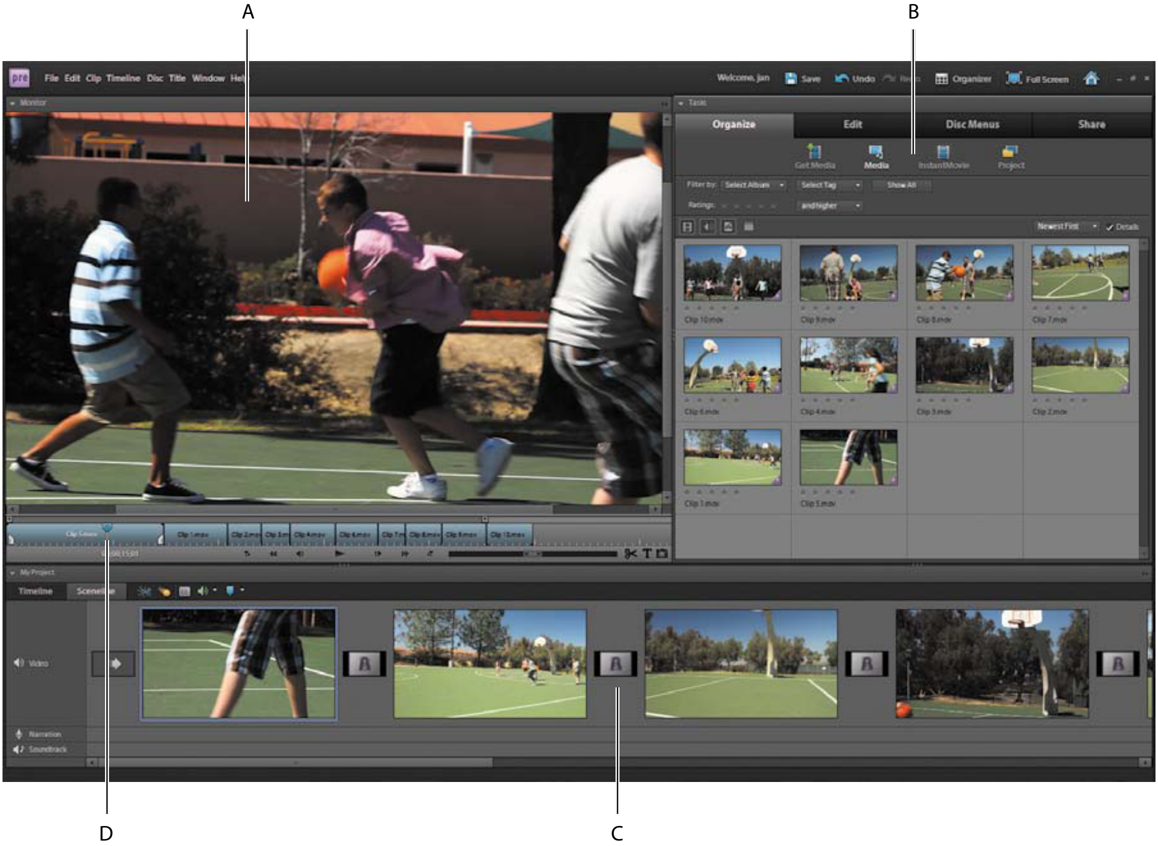
Video Settings
Frame size: 1280h 720v (1.0000)

7 In the Change Settings window, in the Available Presets box, click the triangle next to Others to open that category. Then click the triangle next to AVCHD Lite, and choose the AVCHD LITE 720p30 preset.

8 Click OK to close the Setup dialog.

9 In the New Project dialog, click OK to save the new project file. Adobe Premiere Elements opens the newly created project. Click Yes if the SmartFix dialog asks if you want to Fix quality problems in clips.

10 In the Adobe Premiere Elements menu, choose Window > Show Docking Headers. This will display the panel headers shown in some of the following screen shots. If you've used Premiere Elements previously, choose Window > Restore Workspace to restore the program to its default configuration. Note that the author dragged the current-time indicator to about 15 seconds into the first clip to produce a screen shot that is a little more compelling than the pant leg actually shown on the first frame of that clip.


A
B
File Edit Clip Timeline Disc Title Window Help
Welcome, jan
Save
Undo
Organizer
Full Screen
Monitor
Tasks
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
My Project
Timeline
Sceneline
Video
Narration
Soundtrack
D
C

A. Monitor panel. **B.** Tasks panel (The Organize workspace is selected. Note that your Organize workspace may contain different items. **C.** My Project panel (Sceneline selected). **D.** Current-time indicator.

The Adobe Premiere Elements workspace is arranged in three main panels: the Monitor panel, the Tasks panel, and the My Project panel. The following sections provide an overview of these panels and the role they play when you are working on a movie project.

Monitor Panel

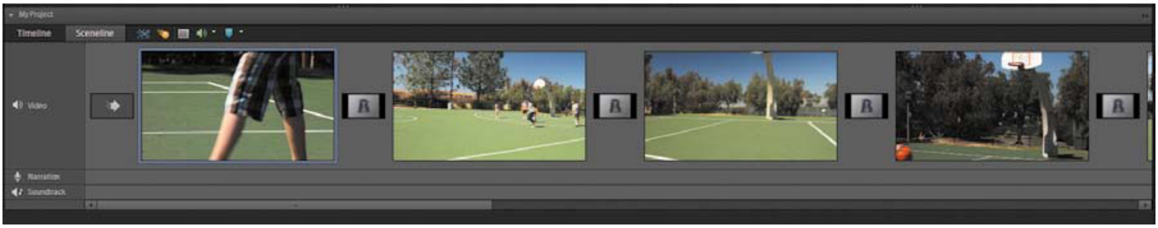
The Monitor panel serves multiple purposes. It enables you to edit, as well as to view your movie in one convenient place. You can navigate to any position in the movie and preview a section or the entire movie. In this role, the Monitor panel previews the movie that you are building in the My Project panel using the VCR-like controls beneath the playback window. Other chapters will detail the Monitor panel's controls and operation; here you can experiment with the playback controls to get a feel for how to use them.

In other roles, the Monitor panel also offers tools to trim unwanted footage and split clips. You can drag one scene onto another to create picture-in-picture effects and add titles and other text directly in the Monitor panel. The Monitor panel adjusts its appearance for some editing tasks. When creating menus, the Monitor panel switches to become the Disk Layout panel; in title-editing mode, the Monitor panel displays additional tools to create and edit text.

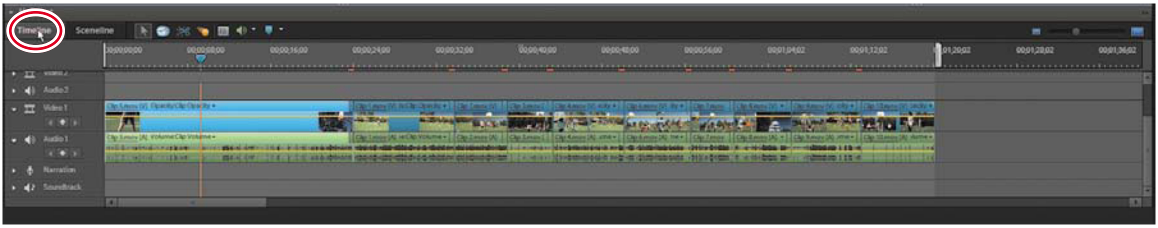
My Project Panel

The My Project panel lets you assemble your media into the desired order and edit clips. This panel has two different views:

- **Sceneline:** In the My Project panel's Sceneline, the initial frame represents each clip. This display makes it easy to arrange clips into a coherent series without regard to clip length. This technique is referred to as *storyboard-style editing.* The Sceneline is useful when you first start editing a movie because it allows you to quickly arrange your media into the desired order; to trim unwanted frames from the beginning and ends of each clip; and to add titles, transitions, and effects.



- **Timeline:** In the upper left of the My Project panel, click Timeline to change to the Timeline view. The My Project panel's Timeline presents all movie components in separate horizontal tracks beneath a timescale. Clips earlier in time appear to the left, and clips later in time appear to the right, with clip length on the Timeline representing a clip's duration. The Timeline is useful later in the project and for more advanced editing, because it lets you better visualize content on different tracks, such as picture-in-picture effects and titles or narration and background music.

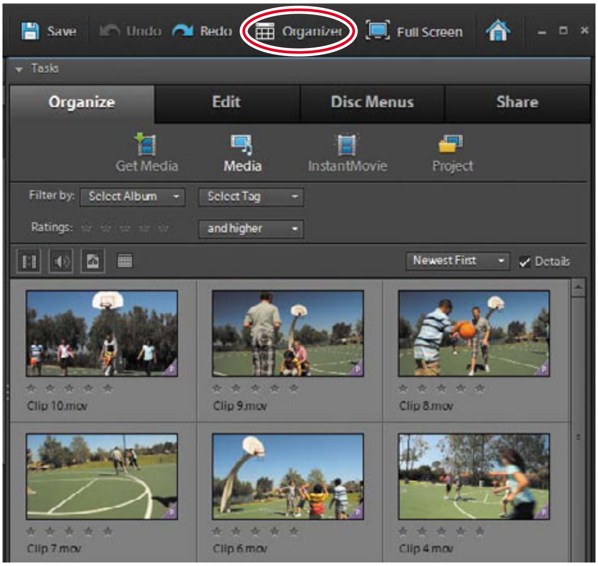

Timeline
Sceneline
Video 2
Audio 2
Video 1
Audio 1
Narration
Soundtrack

Tasks Panel

The Tasks panel is the central location for adding and organizing media; finding, applying, and adjusting effects and transitions; creating DVD and Blu-ray Disc menus; and sharing your finished projects. It's organized into four main task workspaces: Organize, Edit, Disc Menus, and Share. Within each workspace are all the tools you need to accomplish your tasks.

Organize workspace

The Organize workspace is divided into four views to input media (Get Media), view the content available in the Elements Organizer (Media), create an InstantMovie (InstantMovie), and view the content included in your project (Project). If you don't start your projects in the Organizer, you'll typically start by clicking Get Media in the Organize workspace.


Save
Undo
Redo
Organizer
Full Screen
Tasks
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Select Album
Select Tag
Ratings:
and higher
Newest First
✓ Details
Clip 10.mov
Clip 9.mov
Clip 8.mov
Clip 7.mov
Clip 6.mov
Clip 4.mov

The Organize workspace (Media view selected)

▷ **Tip:** In previous versions of Adobe Premiere Elements, you could open the Elements Organizer by clicking Organizer in the Organize workspace. In this version, you can open the Organizer in all workspaces by clicking the Organizer button on the top toolbar.

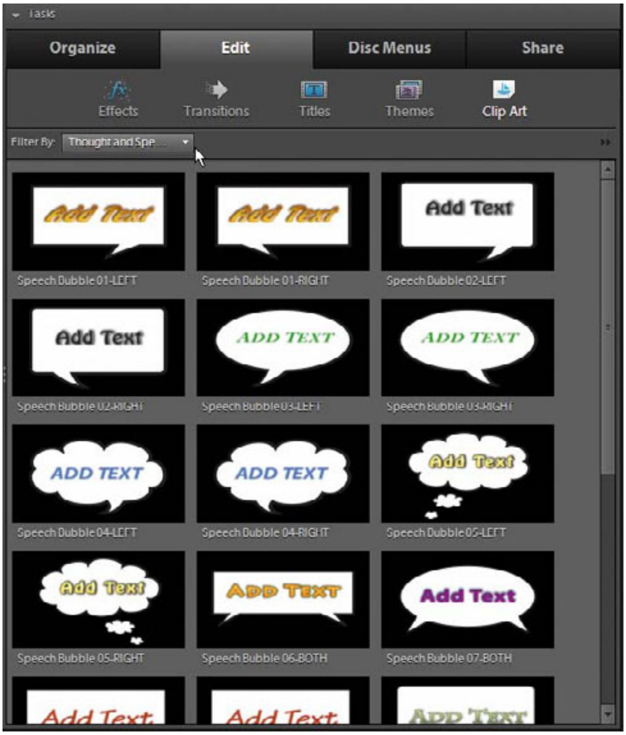
- **Get Media:** This view shows buttons to access all the different methods for acquiring media for your movie. These include getting videos from a DV Camcorder, HDV Camcorder, DVD Camcorder or PC DVD Drive, a Flip, AVCHD, Cameras and Phones, and a Webcam or WDM Device; getting photos from a Digital Still Camera & Phone; and getting videos, photos, and audio from Files and Folders, which you'll use to retrieve files already existing on your hard drive.
- **Media:** This icon displays the current contents of the Organizer with simple tools for filtering and searching.
- **InstantMovie:** This view automatically and quickly steps you through the selection and editing portion of movie creation, as well as adding theme-based effects, title, transitions, and audio. If you click InstantMovie, click Cancel on the lower right of the Organize panel to return to that workspace.
- **Project:** In this view you can view, sort, and select media you have captured or imported into your project. Media can be presented in List view or Icon view, which you can select by using the buttons at the lower-left corner of Project view.

Edit workspace

If you were working on a real project, after importing and tagging your media, you'd be ready to edit. Click Edit to enter the Edit workspace, which is divided into five views for accessing effects and transitions, creating movie titles from templates, selecting and applying movie themes, and choosing from available clip art libraries.

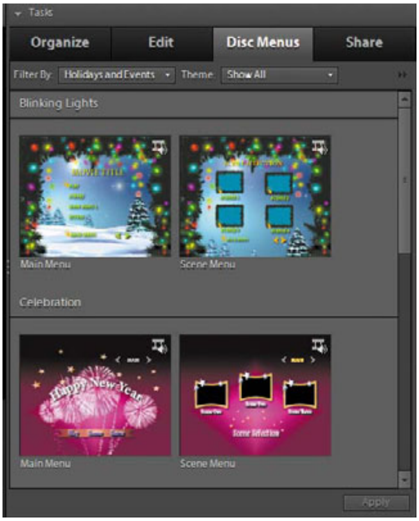
- **Effects:** This view shows video and audio effects and presets you can use in your movie. You can search for effects by typing all or part of the name into the search box, browse through all available effects, or filter the view by type and category. You can apply video effects to adjust exposure or color problems, apply perspective or pixelate, or add other special effects. Audio effects help you improve the sound quality, add special effects like delay and reverb, and alter volume or balance.
- **Transitions:** This view shows video and audio transitions you can use in your movie. You can search for transitions by typing all or part of the name into the search box, browse through all available transitions, or filter the view by type and category. Transitions between clips can be as subtle as a cross-dissolve or quite emphatic, such as a page turn or spinning pinwheel.
- **Titles:** This view shows groups of preformatted title templates you can use in your movie. You can browse all available templates or filter the view by categories such as Entertainment, Travel, and Wedding. Title templates include graphic images and placeholder text that you can modify freely, delete from, or add to without affecting the actual templates.

- **Themes:** This view displays movie themes that you can use to instantly and dramatically enhance your movies. Using Themes enables you to create professional-looking movies quickly and easily. Themes come preconfigured with effects, transitions, overlays, title and closing credit sequences, intros, sound effects, and more. You can choose to simply apply all the available options in a theme or select just the options you want.
- **Clip Art:** This view displays clip art libraries that you can drag and drop into your projects. Clip art libraries include Animated Objects, Costumes, Baby-oriented clip art, and the thought bubbles and similar text-oriented clip art shown in the next figure, which were selected by clicking the Filter By list box and choosing Thoughts and Speech Bubbles.


Tasks
Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Filter By
Thought and Spe...
Add Text
Speech Bubble 01-LEFT
Speech Bubble 01-RIGHT
Speech Bubble 02-LEFT
Speech Bubble 02-RIGHT
Speech Bubble 03-LEFT
Speech Bubble 03-RIGHT
Speech Bubble 04-LEFT
Speech Bubble 04-RIGHT
Speech Bubble 05-LEFT
Speech Bubble 05-RIGHT
Speech Bubble 06-BOTH
Speech Bubble 07-BOTH

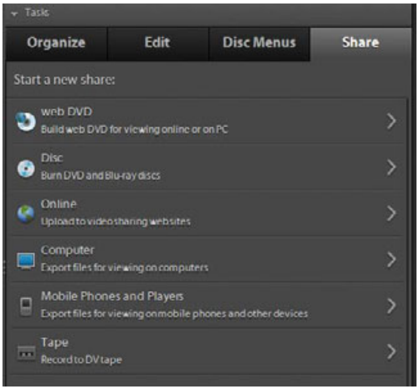
Disc Menus workspace

Use the Disc Menus workspace to add menus to your movies before burning them onto DVDs or Blu-ray Discs, or creating web DVDs. The Disc Menus workspace lets you preview and choose preformatted menu templates you can use for your movie. You can browse the available templates by categories such as Entertainment, Happy Birthday, Kid's Corner, and New Baby.


Tasks
Organize
Edit
Disc Menus
Share
Filter By: Holidays and Events
Theme: Show All
Blinking Lights
Main Menu
Scene Menu
Celebration
Main Menu
Scene Menu
Apply

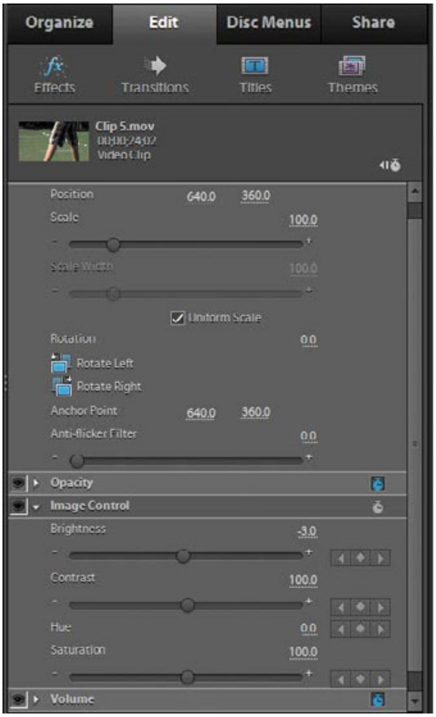
Share workspace

After you've finished editing your movie and you're ready to create a web DVD, burn a disc, or save your movie for viewing online or on a mobile phone, PC, tape, or other device, click Share. The Share workspace shows buttons for accessing all the different methods for exporting and sharing your movie: web DVD, Disc, Online, Computer, Mobile Phones and Players, and Tape**.** Quick Share lets you create and reuse sharing options.


Tasks
Organize
Edit
Disc Menus
Share
Start a new share:
web DVD
Build web DVD for viewing online or on PC
Disc
Burn DVD and Blu-ray discs
Online
Upload to video sharing websites
Computer
Export files for viewing on computers
Mobile Phones and Players
Export files for viewing on mobile phones and other devices
Tape
Record to DV tape

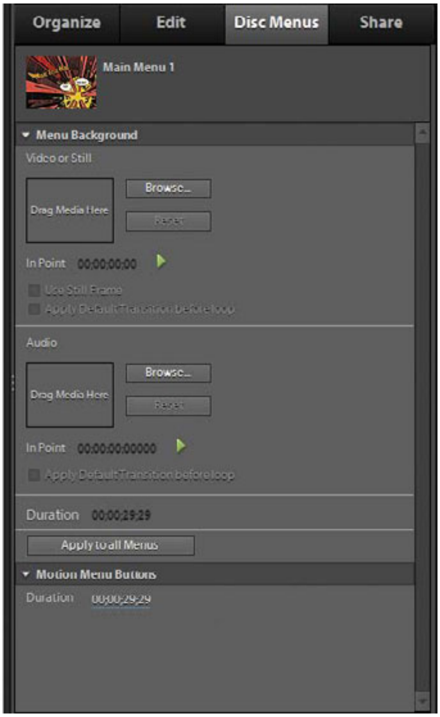
Properties View

Often during editing or when producing disc menus, you'll need to customize effect parameters or menu components after applying or selecting them. Properties view (Window > Properties) lets you view and adjust parameters of items—such as video or audio clips, transitions, effects, or menus—when an item is selected in the Monitor or My Project panel.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes

Clip 5.mov
00;00;24;02
Video Clip

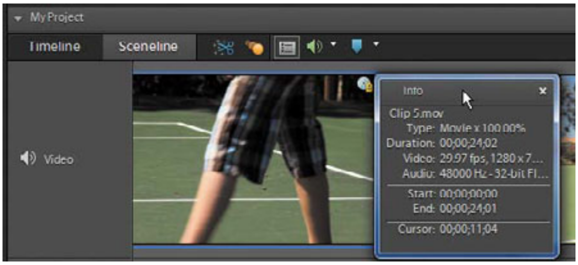
Position 640.0 360.0
Scale 100.0
Scale Width 100.0
☑ Uniform Scale
Rotation 0.0
Rotate Left
Rotate Right
Anchor Point 640.0 360.0
Anti-flicker Filter 0.0
Opacity
Image Control
Brightness -3.0
Contrast 100.0
Hue 0.0
Saturation 100.0
Volume


Organize
Edit
Disc Menus
Share
Browse...
Reset
Browse...
Reset
Apply to all Menus

Main Menu 1
Menu Background
Video or Still
Drag Media Here
In Point 00;00;00;00
☐ Use Still Frame
☐ Apply Default Transition before loop
Audio
Drag Media Here
In Point 00;00;00;00000
☐ Apply Default Transition before loop
Duration 00;00;29;29
Motion Menu Buttons
Duration 00;00;29;29

Info and History Panels

The Info panel displays information about a selected clip in the My Project panel. Among other things, the Info panel can be helpful in identifying the duration of a clip.


My Project
Timeline
Sceneline
Video
Info

Clip 5.mov
Type: Movie x 100.00%
Duration: 00;00;24;02
Video: 29.97 fps, 1280 x 7...
Audio: 48000 Hz - 32-bit Fl...
Start: 00;00;00;00
End: 00;00;24;01
Cursor: 00;00;11;04

1 To open the Info panel, choose Window > Info. You can then drag the Info panel by its title bar to reposition it on the screen, if necessary.

2 Click to select a clip in Project view or the My Project panel. The Info panel displays the clip's name, type, start and end points, duration, video and audio attributes, the location in the Timeline/Sceneline, and the position of the Cursor.

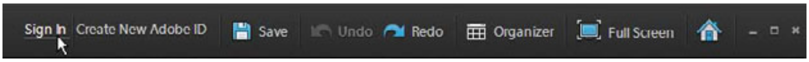
▷ **Tip:** In addition to the History panel, Adobe Premiere Elements supports multiple undos by choosing Edit > Undo or by pressing Ctrl+Z/Command+Z. Each time you press Ctrl+Z/Command+Z, you are undoing another step and working back through your edits in order, starting with the most recent. You can also redo a step by choosing Edit > Redo or pressing Ctrl+Shift+Z/Command+Shift+Z.

The History panel (Window > History) keeps a running list of every step you take during a project and adds each action to the bottom of its list. To undo an editing step, click it in the History panel. To undo multiple steps, click the earliest step that you'd like to undo, and Adobe Premiere Elements will also undo all editing steps after that point.

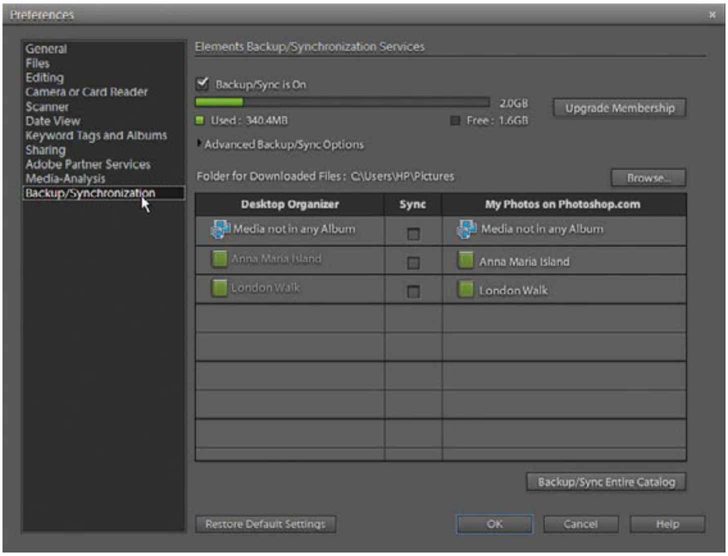
These are the most prominent panels and workspaces within Adobe Premiere Elements. Now let's take a brief look at Photoshop.com, which is where you'll back up and share your photos and movies.

Working with Photoshop.com

Photoshop.com is an online photo and video hosting, editing, and sharing site. If you're using Adobe Premiere Elements in the United States, you can register for a free Basic Membership or opt for the Plus Membership (check www.photoshop.com for pricing). All members can back up images and movies on the site. Basic members are allocated 2 gigabytes (GB) of storage space, and Plus members have access to 20 GB of storage, or about four hours of DVD-quality video, with the option to purchase more online storage.


Sign In
Create New Adobe ID
Save
Undo
Redo
Organizer
Full Screen

If you're already a member of Photoshop.com, you can log in from Adobe Premiere Elements by clicking Sign In on the toolbar on the upper right. If not, you can click Create New Adobe ID to register for the service.


Preferences
General
Files
Editing
Camera or Card Reader
Scanner
Date View
Keyword Tags and Albums
Sharing
Adobe Partner Services
Media-Analysis
Backup/Synchronization
Elements Backup/Synchronization Services
Upgrade Membership
Advanced Backup/Sync Options
Browse...
Backup/Sync Entire Catalog
Restore Default Settings
OK
Cancel
Help

☑ Backup/Sync is On

2.0GB

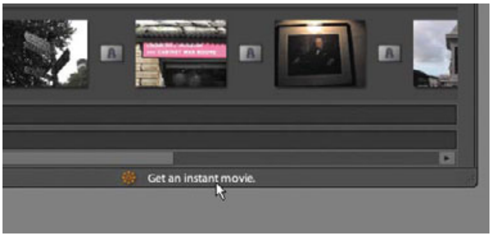
Used : 340.4MB

Free : 1.6GB

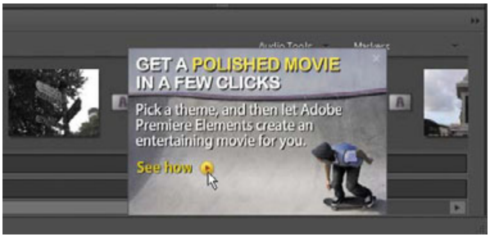
Folder for Downloaded Files : C:\Users\HP\Pictures

Desktop Organizer	Sync	My Photos on Photoshop.com
Media not in any Album	☐	Media not in any Album
Anna Maria Island	☐	Anna Maria Island
London Walk	☐	London Walk

All members control the content that is uploaded to their Photoshop.com accounts with this Preferences panel, which you access in the Elements Organizer by choosing Edit > Preferences > Backup/Synchronization (Windows) or Adobe Elements 9 Organizer > Preferences Backup/Synchronization (Mac OS).


Get an instant movie.

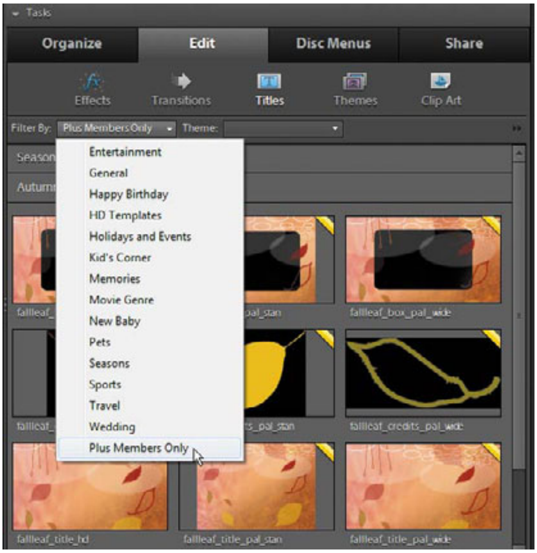
Photoshop.com Plus members also receive free access to online moviemaking ideas and tutorials. If you have a Plus Membership, Adobe Premiere Elements will display these tutorials in the Welcome screen that opens when you first run the program and, from time to time, on the lower right of the My Project panel.


GET A POLISHED MOVIE IN A FEW CLICKS

Pick a theme, and then let Adobe Premiere Elements create an entertaining movie for you.

See how

Click the tutorial title to display a short description of the tutorial, and then click "See how" to view the tutorial in the Adobe Elements Inspiration Browser.


Tasks
Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Filter By: Plus Members Only
Theme:
Entertainment
General
Happy Birthday
HD Templates
Holidays and Events
Kid's Corner
Memories
Movie Genre
New Baby
Pets
Seasons
Sports
Travel
Wedding
Plus Members Only
fallleaf_box_pal_wide
fallleaf_credits_pal_wide
fallleaf_title_hd
fallleaf_title_pal_stan
fallleaf_title_pal_wide

Plus members receive free content from Photoshop.com, such as the titles shown in the previous figure. Note that Adobe Premiere Elements will download these files automatically once they're available and will display them in the Photoshop.com folder.

Review questions

1. What are the three main panels in Adobe Premiere Elements, and what function does each serve?
2. What types of projects should you consider starting from the Organizer, and why?
3. What are the two views of the My Project panel, and what are their respective strengths?
4. What are the three major benefits of Photoshop.com's Plus Membership?

Review answers

1. The three main panels are the Monitor, Tasks, and My Project panels. You build your movies by adding clips to the My Project panel. The Monitor panel serves multiple roles, allowing you to preview your movies and create titles and other effects.
   The Tasks panel has four workspaces that allow you to organize your clips, create InstantMovies, and render your movies for sharing with others. It also contains content like effects, transitions, themes, titles, and disc menus.
2. Any project that doesn't involve capture from tape should start from the Organizer. Starting work in the Organizer provides faster access to tagging and sort tools, and direct access to production activities like creating an InstantMovie or uploading a video to Photoshop.com.
3. Adobe Premiere Elements offers two views in the My Project panel: Sceneline and Timeline. The Sceneline shows only the first frame of the clip and is ideal for quickly arranging the order of your clips and performing basic edits. The Timeline displays clips on separate tracks and is superior for advanced edits like picture-in-picture and other overlay effects, and for adding background music or narration to your productions.
4. Plus members receive up to 20 GB of storage space (compared to 2 GB for the Basic Membership), access to tutorials, and additional content when released by Adobe.

2

GETTING READY TO EDIT

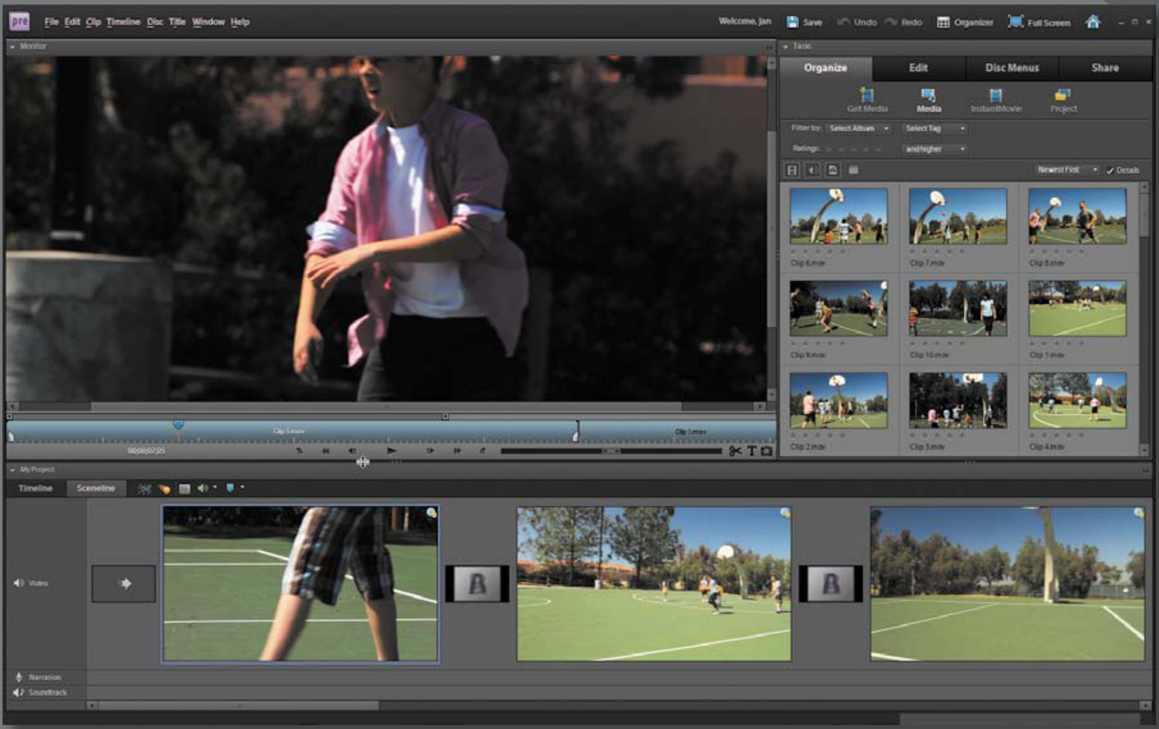
Now that you're familiar with the Adobe® Premiere Elements® interface, you'll learn how to create a project, set relevant user preferences, and configure the interface to your liking. For those tempted to skip this chapter, understand that although Premiere Elements is a wonderfully flexible and customizable program, once you choose a project setting and start editing, you can't change the setting.

Although you can often work around this issue, in some instances you may have to abandon the initial project and start again using a different setting to achieve the desired results. Invest a little time here to understand how Premiere Elements works with project settings so you can get your project done right the first time.

In this lesson, you'll learn to do the following:

- Create a new project
- Choose the optimal setting for your project
- Set preferences for Auto Save, Scratch Disks, and the user interface
- Customize window sizes and locations in the workspace
- Restore the workspace to its default configuration

This lesson will take approximately one hour.


File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Monitor
Tasks
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by: Select Album
Select Tag
Ratings:
and higher
Newest First
Details
Clip 6.mov
Clip 7.mov
Clip 8.mov
Clip 9.mov
Clip 10.mov
Clip 1.mov
Clip 2.mov
Clip 3.mov
Clip 4.mov
My Project
Timeline
Sceneline
Video
Narration
Soundtrack

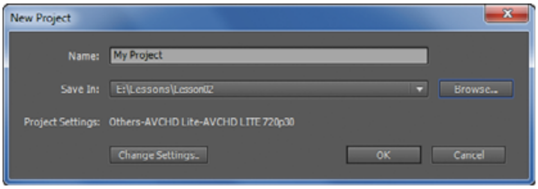
Customizing Premiere Elements' interface in Storyboard mode.

Setting Up a New Project

Premiere Elements can work with video from any source, from DV camcorders shooting 4:3 or 16:9 (widescreen) standard-definition (SD) video to the latest AVCHD and HDV high-definition (HD) camcorders. For the best results, you should choose a project setting that matches your source footage, following the procedure described here.

After you choose a setting, Premiere Elements automatically uses the same setting for all future projects, which should work well if you use the same source video format for all subsequent projects. Should you change the format, however—for example, from DV to HDV—remember to change your project setting as well.

1 Launch Premiere Elements and click the New Project button in the Welcome screen. If Premiere Elements is already open, choose File > New > Project.


New Project
Browse...
Change Settings...
OK
Cancel

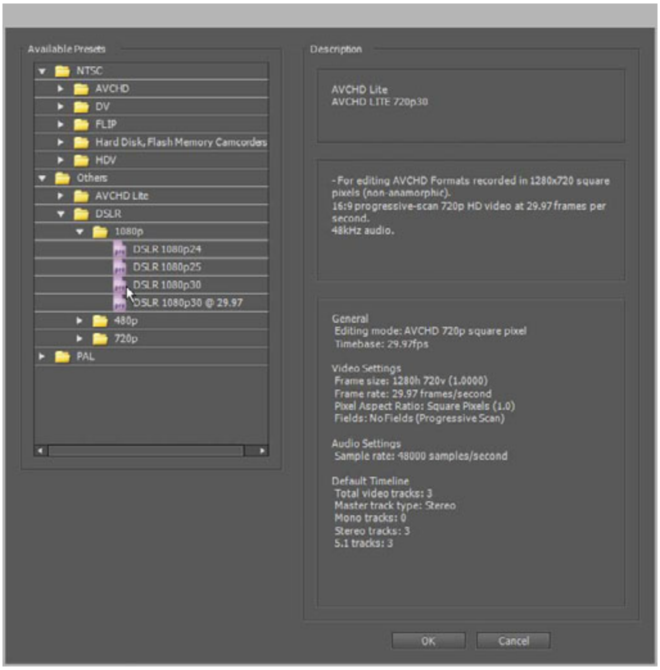
Name: My Project

Save In: E:\Lessons\Lesson02

Project Settings: Others-AVCHD Lite-AVCHD LITE 720p30

Note: For more information on a Preset, click the setting, and Premiere Elements will display technical details in the Description field.

2 Check the Project Settings in the lower-left corner of the New Project screen. If the Project Settings match your source footage, proceed to step 4. If not, click the Change Settings button to open the Setup screen.


Available Presets
NTSC
AVCHD
DV
FLIP
Hard Disk, Flash Memory Camcorders
HDV
Others
AVCHD Lite
DSLR
1080p
DSLR 1080p24
DSLR 1080p25
DSLR 1080p30
DSLR 1080p30 @ 29.97
480p
720p
PAL
Description
OK
Cancel

AVCHD Lite
AVCHD LITE 720p30

- For editing AVCHD Formats recorded in 1280x720 square pixels (non-anamorphic).
16:9 progressive-scan 720p HD video at 29.97 frames per second.
48kHz audio.

General
Editing mode: AVCHD 720p square pixel
Timebase: 29.97fps

Video Settings
Frame size: 1280h 720v (1.0000)
Frame rate: 29.97 frames/second
Pixel Aspect Ratio: Square Pixels (1.0)
Fields: No Fields (Progressive Scan)

Audio Settings
Sample rate: 48000 samples/second

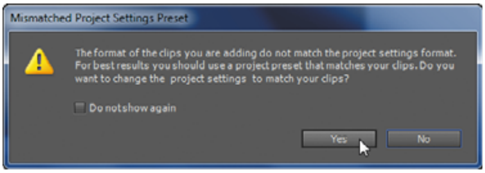
Default Timeline
Total video tracks: 3
Master track type: Stereo
Mono tracks: 0
Stereo tracks: 3
5.1 tracks: 3

3. Click the Preset that matches your source footage (note that this isn't the right Preset for the source footage provided on the DVD. For that, use the AVCHD LITE 720p30 preset found in the AVCHD Lite folder [Others > AVCHD Lite]).
4. After choosing a Preset, click OK to close the Setup screen.
5. In the New Project panel, choose a name and storage location for the new project. Then click OK to save the new project file.

Diagnosing Settings-related Issues

As mentioned, choosing the right preset is critical to a successful editing experience. To help ensure that you choose the right preset, Premiere Elements alerts you with the Mismatched Project Settings Preset dialog when the first video clip that you add to the project doesn't match the Preset.

Note: This is a descriptive section—don't try to follow along in your program, just learn through the screens shown in the book.


Mismatched Project Settings Preset

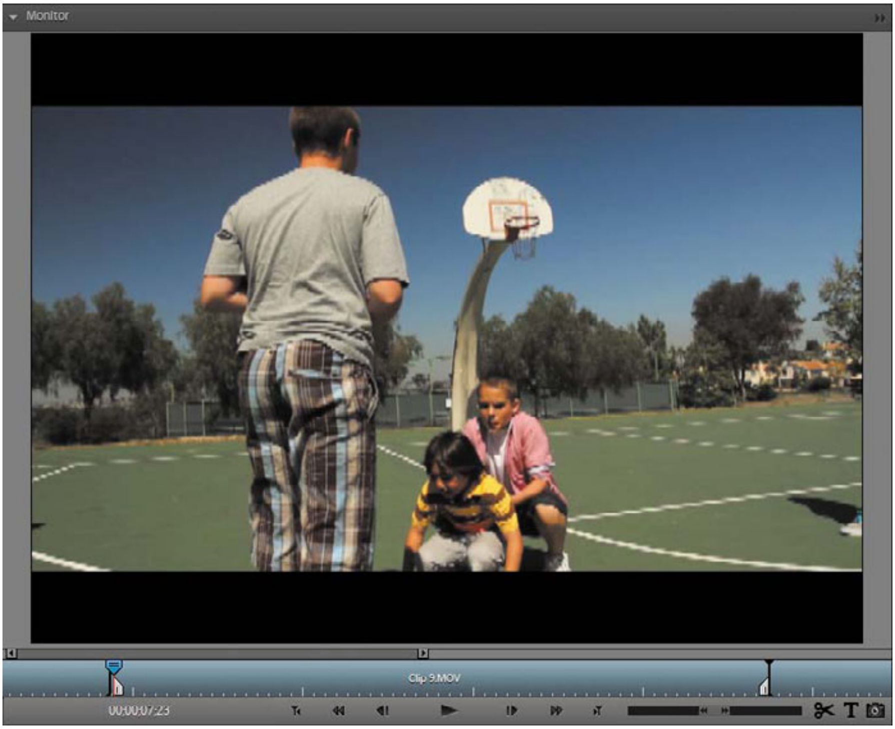
The format of the clips you are adding do not match the project settings format. For best results you should use a project preset that matches your clips. Do you want to change the project settings to match your clips?

☐ Do not show again

Typically, you should click Yes and change the project settings to match the clip. Exceptions might be when the first clip that you add to the project comes from a source other than the main footage you'll be using for the project. Unless you have a reason to choose otherwise, click Yes when you see the Mismatched Project Settings Preset dialog.

If you've chosen the wrong project setting, the most common problem you'll encounter concerns differences in the aspect ratio of your video. This is evidenced by black bars across the sides or top and bottom of the video in the Monitor panel, which is a display technique called *letterboxing*. Premiere Elements will letterbox a 16:9 video displayed in a 4:3 window, producing the black bars on the top and bottom of the video in the Monitor panel, as shown in the next figure.

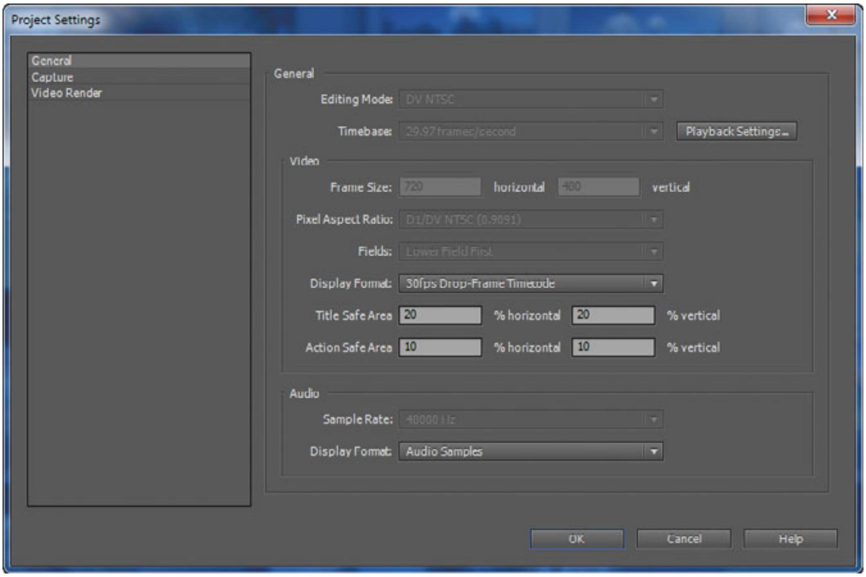
Note: In some projects, particularly those that include both 16:9 and 4:3 footage, letterboxing is inevitable, at least when you initially insert the file into the My Project panel. Note that you can use Motion controls to eliminate the letterboxing as detailed in "Reframing a Clip Using Motion Controls" in Lesson 6.



1 Letterboxing typically means a mismatch between your project settings and source video. To view the current project setting, choose Edit > Project Settings > General. In this project with the letterboxing issue, as you can see in the Project Settings screen (shown on the following page), the Editing Mode is DV NTSC (rather than AVCHD) and the Pixel Aspect Ratio is D1/DV NTSC (0.9091), which is 4:3 video.

2 Since you're editing HD video footage, your project Pixel Aspect Ratio should be Square Pixel (1.0). Both fields are grayed out and inactive, indicating that you can't change their values. Click OK to close the Project Settings screen.

In addition to these two issues, the Project Settings have the wrong timebase, which should be 30, not 29.97. Also, the source video on the DVD is progressive, not interlaced, so the Fields box should display No Fields (Progressive Scan). These latter two discrepancies could cause problems down the line, but the most obvious issue is the letterboxing, which is caused by the difference between the 4:3 preset and 16:9 source footage.



General

Editing Mode: DV NTSC

Timebase: 29.97 frames/second

Video

Frame Size: 720 horizontal 480 vertical

Pixel Aspect Ratio: D1/DV NTSC (0.9091)

Fields: Lower Field First

Display Format: 30fps Drop-Frame Timecode

Title Safe Area 20 % horizontal 20 % vertical

Action Safe Area 10 % horizontal 10 % vertical

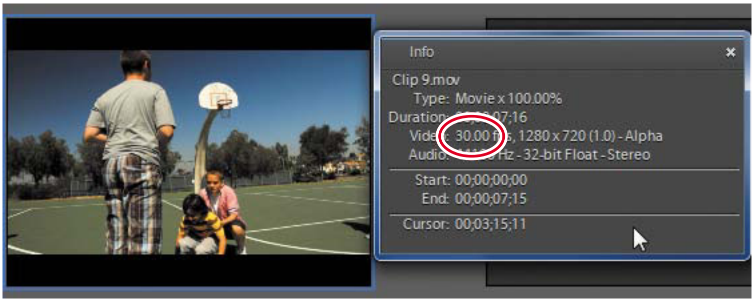
Audio

Sample Rate: 48000 Hz

Display Format: Audio Samples

3 To view aspect ratio-related information about clips in the My Project panel, choose Window > Info. If you don't have any clips in the My Project panel, drag one down from the Media view into the Sceneline or Timeline in the My Projects panel.

4 Click any clip in the Timeline or Sceneline. In the Video description line in the Info panel, you can see that the video has a frame rate of 30 frames per second (fps) and a resolution of 1280x720, which is widescreen 16:9, with a pixel aspect ratio of (1.0). Note that you may have to grab the Info dialog on the right and make the window wider to see the complete description.



Clip 9.mov

Type: Movie x 100.00%

Duration: 07;16

Video: 30.00 fps, 1280 x 720 (1.0) - Alpha

Audio: Hz - 32-bit Float - Stereo

Start: 00;00;00;00

End: 00;00;07;15

Cursor: 00;03;15;11

To display the 16:9 video in a 4:3 project, Premiere Elements inserts letterboxes on the sides of the 4:3 video. You can eliminate the letterboxes using the controls discussed in "Reframing a Clip with Motion Controls" in Lesson 6, which is a good solution when including one 4:3 clip in a 16:9 movie. If all your clips are 4:3, however, you should restart the project using a 4:3 setting.

Choosing the Correct Setting

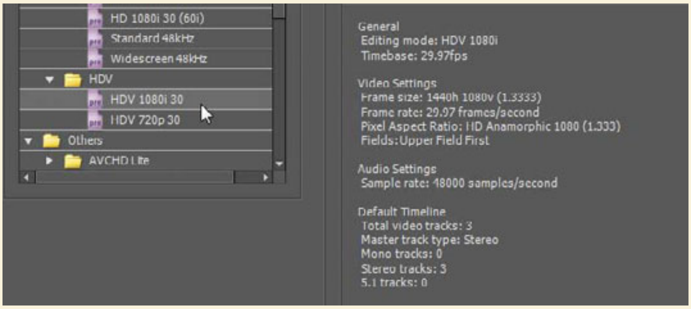
Premiere Elements offers 29 different presets for ingesting source footage. By far the easiest way to choose the right preset is to make sure that the first clip you import into your new project is from your primary camcorder. If so, and there's a mismatch between your preset and source footage, Premiere Elements will open the Mismatched Project Settings Preset dialog and ask if you want to change the preset to match your clips. Click Yes, and you should be set.

If you're the curious, hands-on type, you may want to understand the factors that you should consider when choosing a preset, such as the following:

Source: Consider the source. Premiere Elements has presets for AVCHD, DV, Flip, Hard disk and Flash Memory Camcorders, HDV camcorders, and video shot with HD video-capable DSLR camcorders such as the Canon EOS family. So the first step is to find the presets that relate to your source.

Resolution: Consider the resolution of the video next, which is typically either 1080i or 1080p (1920 horizontal, 1080 vertical); 720i or 720p (1280h, 720v); 720h, 480v resolution for DV; and sometimes 480p, which is 640h, 480v resolution. Find a preset that matches your source.

Complicating this resolution selection, however, is the pixel aspect ratio issue, which affects AVCHD and HDV camcorders, as well as DV. Specifically, all HDV camcorders that shoot in 1080i or 1080p actually capture video at 1440x1080 resolution and then stretch the video to 1920x1080 during display. That's why the HDV 1080i 30 HDV preset shows a frame size of 1440x1080 and a pixel aspect ratio of 1.333. This tells Premiere Elements to stretch the 1440 horizontal resolution by 1.333 to display it correctly on the Timeline. Although this is perhaps confusing, this distinction never causes any problems, because all HDV 1080 video is stored in this manner.



General
Editing mode: HDV 1080i
Timebase: 29.97fps

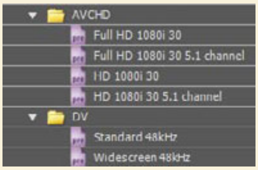
Video Settings
Frame size: 1440h 1080v (1.3333)
Frame rate: 29.97 frames/second
Pixel Aspect Ratio: HD Anamorphic 1080 (1.333)
Fields: Upper Field First

Audio Settings
Sample rate: 48000 samples/second

Default Timeline
Total video tracks: 3
Master track type: Stereo
Mono tracks: 0
Stereo tracks: 3
5.1 tracks: 0

On the other hand, when shooting 1080i or 1080p video, all AVCHD camcorders display the video at 1920x1080 resolution. However, like HDV, "HD" AVCHD video is stored by the camcorder at a resolution of 1440x1080, and each horizontal pixel must be stretched by a factor of 1.33 during display to achieve full resolution. In contrast, "Full HD" AVCHD video is captured at 1920x1080 resolution, so no stretching is required to produce the full 1920x1080 display. If you're shooting in AVCHD, check the specs of your camcorder to determine if you're shooting in Full HD or just HD.

Finally, all DV video is shot at 720x480 resolution, but 4:3 video has a pixel aspect ratio of .9091, which means that the pixels are shrunk about 10 percent during display, achieving the 4:3 aspect ratio.



Widescreen DV video has a pixel aspect ratio of 1.2121, so the video is stretched during display, achieving the 16:9 aspect ratio. This is seldom confusing, however, since you'll probably know whether you shot in 4:3 or widescreen, and you can choose the preset accordingly.

Progressive or interlaced: After you identify the right resolution and aspect ratio, you must choose whether the video is interlaced or progressive. Technically, interlaced video presents each frame in two fields—one consisting of the odd lines, the other of the even lines. Progressive video displays all lines simultaneously. TV is almost always interlaced, whereas film-based movies are always progressive. Most modern camcorders shoot in both modes (or at least simulate both modes effectively); just check the settings on your camcorder to see if you shot in progressive or interlaced, and then choose your preset accordingly.

Frames per second: Most camcorders can shoot at multiple speeds, including 23.976 fps, 24 fps, 29.97 fps, 30 fps, 59.94 fps, and 60 fps. Again, check the settings on your camcorder to see which frame rate you used, and then choose your preset accordingly.

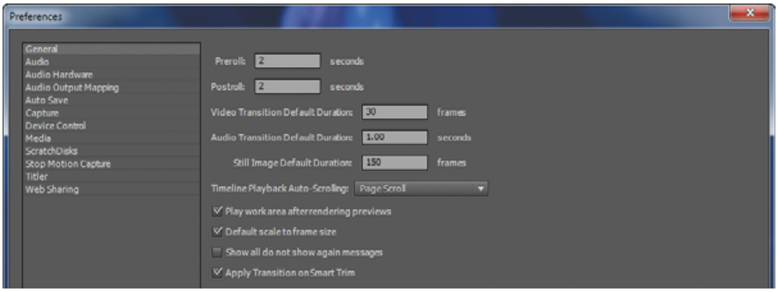
Once you understand and incorporate all these factors into your preset selection, you should be able to choose the right preset, if it's available. What do you do if you can't find a preset that matches the precise specs that you shot in? Let Premiere Elements decide. Choose the closest preset that you can find, drag a clip in, and click Yes if Premiere Elements opens the Mismatched Project Settings Preset dialog.

Working with Project Preferences

For the most part, once you have the right project setting selected, you can jump in and begin editing with Premiere Elements. However, at some point you may want to adjust several program preferences that impact your editing experience. Here are the preferences that will prove relevant to most video editors.

1 To open the General Preferences panel, choose Edit > Preferences > General (Windows) or Adobe Premiere Elements 9 > Preferences > General (Mac OS). Multiple preferences are in this panel; most important are the Video and Audio Transition Default Durations and the Still Image Default Duration. The latter controls the duration of all still images added to your project.

Note: Adjusting these default durations will impact only edits made after the adjustment. For example, if you change the Still Image Default Duration to 120 frames, Premiere Elements will assign this duration to all still images added to the project thereafter but won't change the duration of still images already inserted into the project.



Preroll: 2 seconds
Postroll: 2 seconds
Video Transition Default Duration: 30 frames
Audio Transition Default Duration: 1.00 seconds
Still Image Default Duration: 150 frames
Timeline Playback Auto-Scrolling: Page Scroll
☑ Play work area afterrendering previews
☑ Default scale to frame size
☐ Show all do not show again messages
☑ Apply Transition on Smart Trim

Better Saved than Sorry

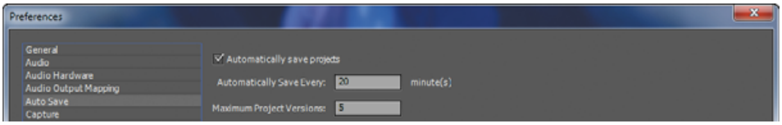
With Auto Save enabled, Premiere Elements automatically saves a copy of your project at the specified duration, which you can customize. You can also change the number of separate projects that Premiere Elements saves.

Premiere Elements saves all Auto Save files in a separate subfolder titled Premiere Elements Auto-Save, which is located in the folder containing your current project file.

It's good practice to manually save your project periodically during editing to preserve your work in the event of a power outage or other random crash. Should a crash occur, you may be able to recover some of the editing that you've done subsequent to your last manual save by loading the most recent project automatically saved by Premiere Elements.

You load these projects just like any other project: Click File > Open Project, navigate to the Premiere Elements Auto-Save folder, and choose the newest project file.

2 Click Auto Save to view Auto Save preferences.

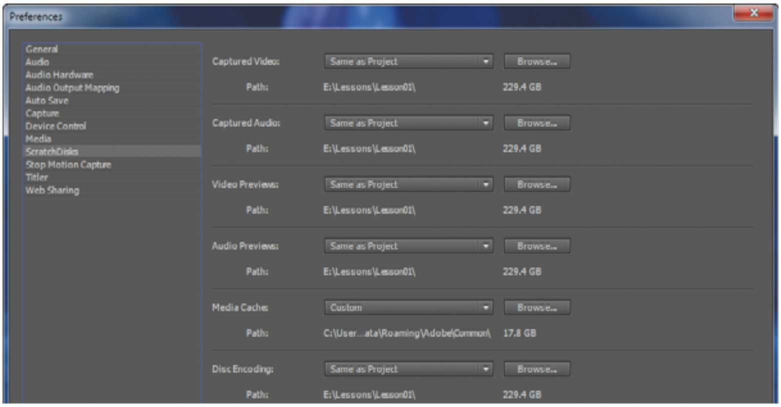

Preferences
General
Audio
Audio Hardware
Audio Output Mapping
Auto Save
Capture

☑ Automatically save projects

Automatically Save Every: 20 minute(s)

Maximum Project Versions: 5

3 Click Scratch Disks to view the ScratchDisks preferences. These preferences identify the folders used to store audio and video clips that Premiere Elements creates while producing your project. This includes clips captured from your camcorder, video and audio previews, and media encoded for recording onto DVD or Blu-ray Disc. By default, Premiere Elements stores this content in the same folder as the project file. If you run short of disk space, you can change the location of the scratch disk by clicking the Browse button next to each category of content and choosing a different location on a separate disk. Close the Preferences dialog.


Preferences
General
Audio
Audio Hardware
Audio Output Mapping
Auto Save
Capture
Device Control
Media
ScratchDisks
Stop Motion Capture
Titler
Web Sharing
Browse...

Captured Video: Same as Project
Path: E:\Lessons\Lesson01\ 229.4 GB

Captured Audio: Same as Project
Path: E:\Lessons\Lesson01\ 229.4 GB

Video Previews: Same as Project
Path: E:\Lessons\Lesson01\ 229.4 GB

Audio Previews: Same as Project
Path: E:\Lessons\Lesson01\ 229.4 GB

Media Cache: Custom
Path: C:\User...ata\Roaming\Adobe\Common\ 17.8 GB

Disc Encoding: Same as Project
Path: E:\Lessons\Lesson01\ 229.4 GB

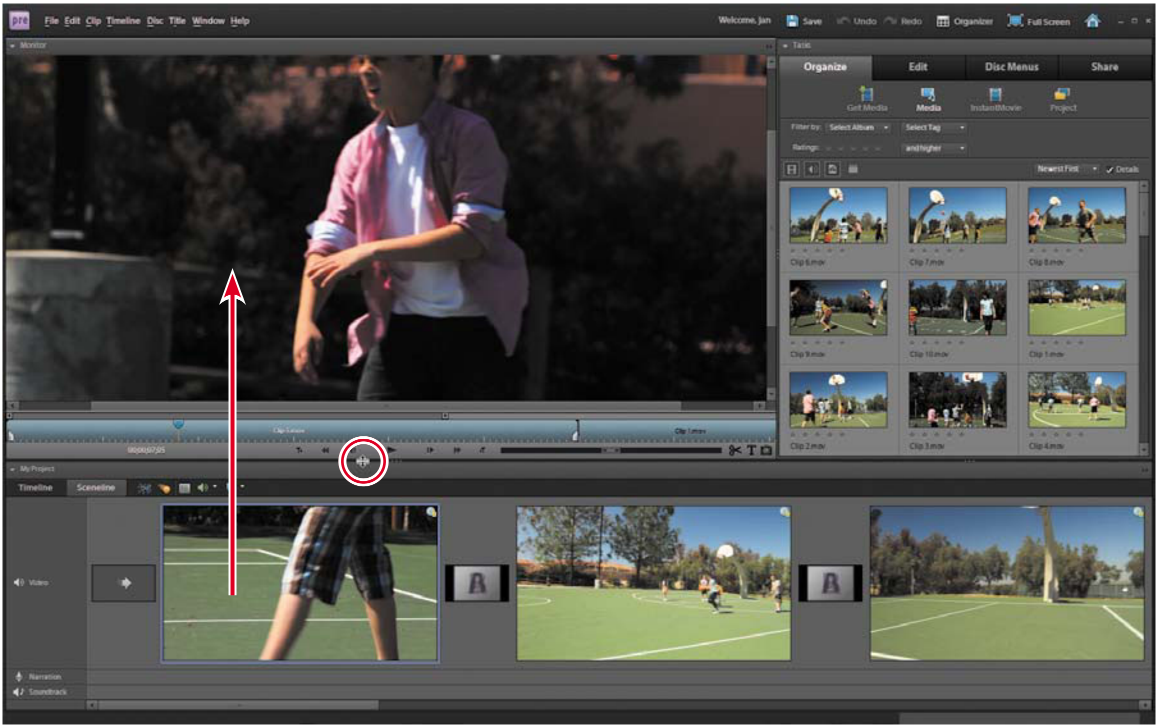
The preceding preferences are the most critical to consider before starting your first project. With these configured, let's explore other options for customizing your workspace.

Customizing the Workspace

Premiere Elements uses a docking system to fit all the panels into the available space of the application window. However, panels can be moved and resized so that you can create a workspace that best fits your needs.

With Premiere Elements open, notice that the Monitor panel, the Tasks panel, and the My Project panel are separated by solid vertical and horizontal dividing lines. These dividers can be quickly repositioned to give you more space to work in one of the panels when you need it.

1 To increase the height of the My Project panel, hover your pointer over the dividing line between the My Project and Monitor panels until it converts to a two-headed cursor, and then drag it up toward the Monitor panel.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Monitor
Tasks
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by: Select Album
Select Tag
Ratings:
and higher
Newest First
Details
My Project
Timeline
Sceneline
Video
Narration
Soundtrack

You can use a similar technique to expand the size of the Monitor panel by dragging it to the right, or expand the Tasks panel by dragging it to the left.

2 To reset the panels to their default layout, choose Window > Restore Workspace. Notice how everything snaps back to its original position. Consider restoring your workspace if you find that your screen becomes cluttered.

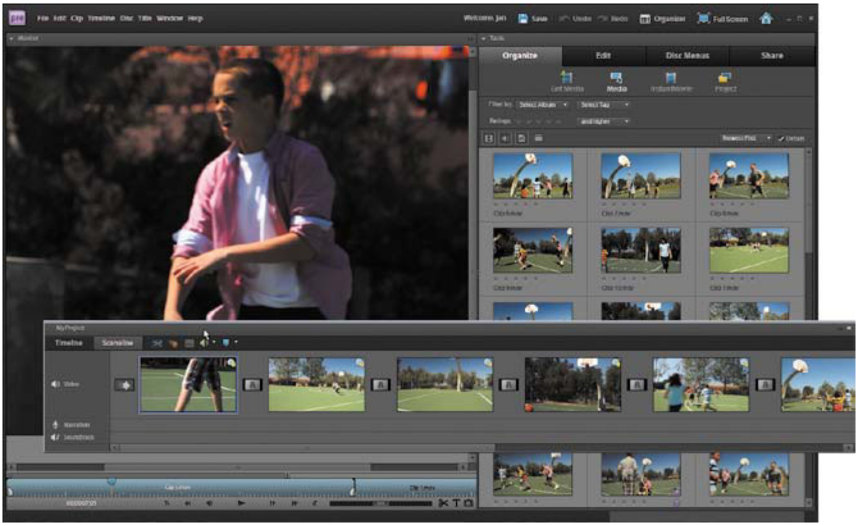
To save some space on your screen, the docking headers of the panels, which contain title and sometimes panel menu and Close buttons, are hidden by default in Premiere Elements.

3 To show the docking headers, choose Window > Show Docking Headers. To hide them again, choose Window > Hide Docking Headers.

Although the default workspace layout has every panel docked into a specific position, you may find it helpful from time to time to have a more flexible environment. To do this, you can undock, or float, your panels.

Note: The Tasks panel is the only panel that cannot be undocked.

4 If the docking headers are not currently visible, choose Window > Show Docking Headers. Then click the docking header of the My Project panel and drag it a short distance in any direction. As you drag the header, the panel becomes translucent. When you release the pointer, the My Project panel becomes a floating window, allowing the Monitor panel and the Tasks panel to expand toward the bottom of the main window.



▷ **Tip:** When you work with multiple monitors, you can choose to display the application window on the main monitor and place floating windows on the second monitor.

5 Close the My Project panel by clicking its Close button (☒) in the upper-right corner.

6 Reopen the panel by choosing Window > My Project. Notice that the panel opens where you previously placed it. This is because Premiere Elements remembers the locations of the panels and retains them as part of the customized workspace.

7 Choose Window > Restore Workspace to return to the default workspace layout.

Review questions

1 What's the most important factor to consider when choosing a project setting?

2 Why is it so important to choose the right setting at the start of the project?

3 In most instances, what's the right answer when Premiere Elements displays the Mismatched Projects Settings Preset dialog?

4 What is letterboxing, and what's a common cause for having letterboxes appear in your project?

5 What is Auto Save, and where do you adjust the Auto Save defaults in Premiere Elements?

6 What command do you use for restoring your workspace to the default panel configuration?

Review answers

1 Choose a setting that matches the primary video that you will use in the project. For example, if you're shooting in widescreen DV, you should use a Widescreen DV project setting.

2 It's critical to choose the right setting when starting a project because unlike most Premiere Elements configuration items, you can't change the Project Setting after you create the project. In some instances, you may have to start the project over using the correct setting to produce optimal results.

3 In most instances, the correct answer is Yes.

4 Letterboxing is a display technique characterized by black bars on the sides or on the top and bottom of video in the Monitor panel. One of the most common causes of letterboxing is a discrepancy between the display aspect ratio of the project setting and the display aspect ratio of a video file imported into the project. For example, if you import 4:3 video into a 16:9 project, Premiere Elements will display letterboxes on both sides of the video in the Monitor panel.

5 The Auto Save function in Premiere Elements automatically saves a copy of the project file at specified intervals, guarding against loss of work due to power outages or other random crashes. You can adjust the Auto Save defaults in the Preferences panel by choosing Edit > Preferences.

6 Choose Window > Restore Workspace.

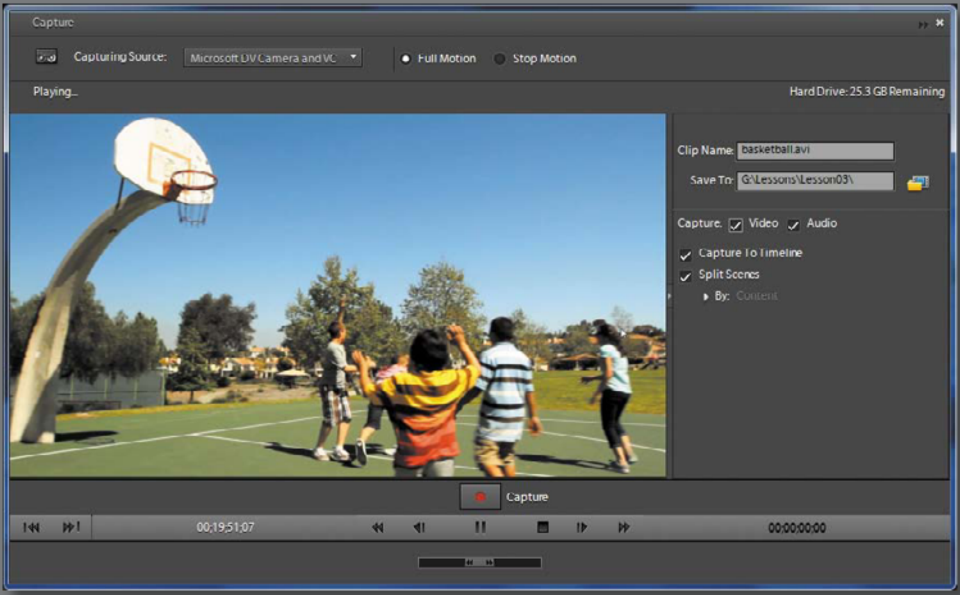
3

VIDEO CAPTURE AND IMPORT

This lesson describes how to capture and import video from your camcorder and other devices for editing in Adobe Premiere Elements, and introduces the following key concepts:

- Connecting a camcorder to your PC
- Capturing video from a DV/HDV camcorder
- Using the Video Importer to import video from a Flip, AVCHD, or DVD camcorder; digital still camera; DVD; smart phone; or other similar device
- Importing audio, video, or still images from your hard drive into a Premiere Elements project

This lesson will take approximately 1 hour.



Capturing Source: Microsoft DV Camera and VC

● Full Motion ○ Stop Motion

Playing...

Hard Drive: 25.3 GB Remaining

Clip Name: basketball.avi

Save To: G:\Lessons\Lesson03\

Capture: ☑ Video ☑ Audio

☑ Capture To Timeline

☑ Split Scenes

By: Content

00;19;51;07

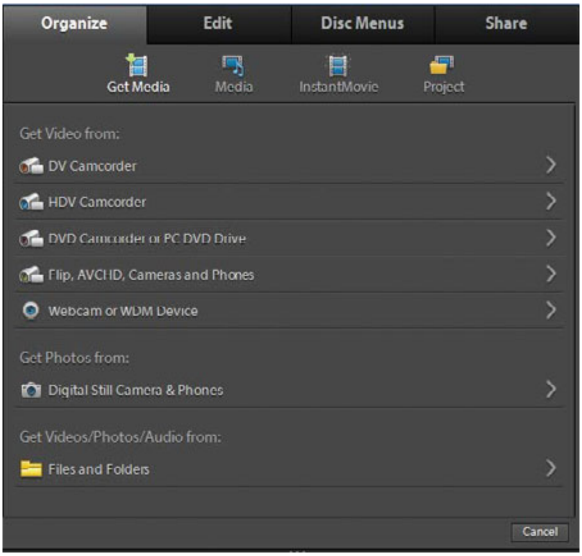
00;00;00;00

Capturing video from your DV camera.

Capturing Video with Premiere Elements

When videographers and video enthusiasts started editing video on computers, the typical source was an analog camcorder. Today, while some Premiere Elements users still shoot analog video, most will start with DV or HDV source footage, AVCHD, video shot with a digital still camera or digital Single Lens Reflex camera (DSLR), or even video imported from a previously created DVD.

Whatever the source, Premiere Elements includes all the tools necessary to capture or import your footage so you can begin producing movies. Although the specific technique will vary depending on the source, Premiere Elements guides your efforts with device-specific interfaces. All you have to do is connect the device to your computer as described in this lesson, and choose the appropriate icon from Get Media view in the Organize workspace.


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Get Video from:
DV Camcorder
HDV Camcorder
DVD Camcorder or PC DVD Drive
Flip, AVCHD, Cameras and Phones
Webcam or WDM Device
Get Photos from:
Digital Still Camera & Phones
Get Videos/Photos/Audio from:
Files and Folders
Cancel

Premiere Elements has two basic interfaces for capturing or importing video. After a quick overview of these interfaces, this lesson will detail how to capture video from a tape-based camcorder and then explain how to import content from an AVCHD camcorder or any other device that stores video on a hard drive, on CompactFlash media (such as an SD card), or on optical media. All the concepts in this section and the specific Premiere Elements features that support them are described in more detail in the Premiere Elements User Guide.

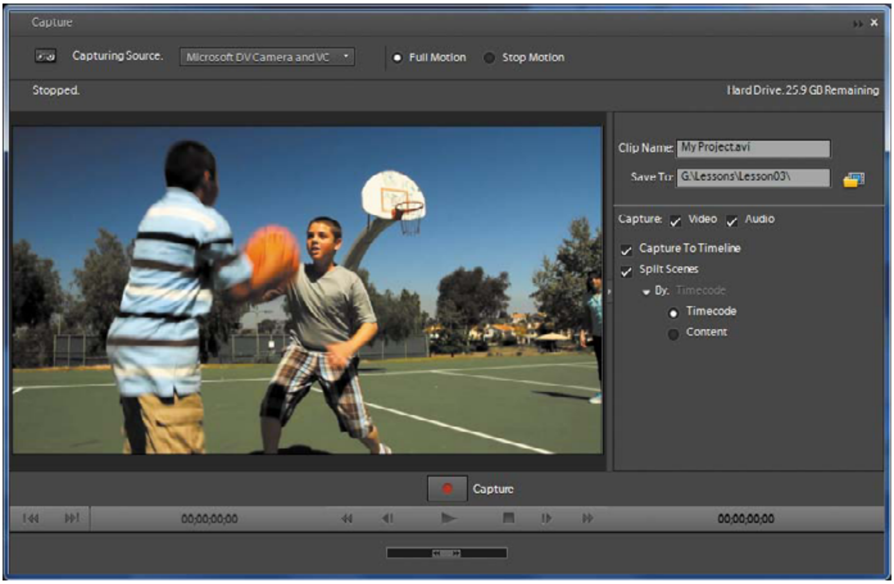
Note: Premiere Elements lets you add video, audio, graphics, and still images to your project from numerous sources. In addition to capturing footage, you can import image, video, and audio files stored on your computer's hard drive, card readers, mobile phones, DVDs, Blu-ray Discs, CDs, digital cameras, other devices, or the Internet.

Capture Interfaces

When you shoot video, it's stored locally on your camcorder, whether on tape, SD media, a hard drive, or even an optical disc like a DVD. Before you can edit your movie in Premiere Elements, you must transfer these clips to a local hard drive. In addition to capturing or importing video from a device, you may have existing content on your hard drive to import into a project.

Tape and Live Capture vs. Clip-based Import

Premiere Elements provides three interfaces for accomplishing captures and imports. If you're capturing video footage from a tape-based camcorder, such as a DV or HDV model, or live from a webcam, you'll use the Capture panel.



Capturing Source: Microsoft DV Camera and VC

● Full Motion ○ Stop Motion

Stopped.

Hard Drive: 25.9 GB Remaining

Clip Name: My Project.avi

Save To: G:\Lessons\Lesson03\

Capture: ☑ Video ☑ Audio

☑ Capture To Timeline

☑ Split Scenes

By: Timecode

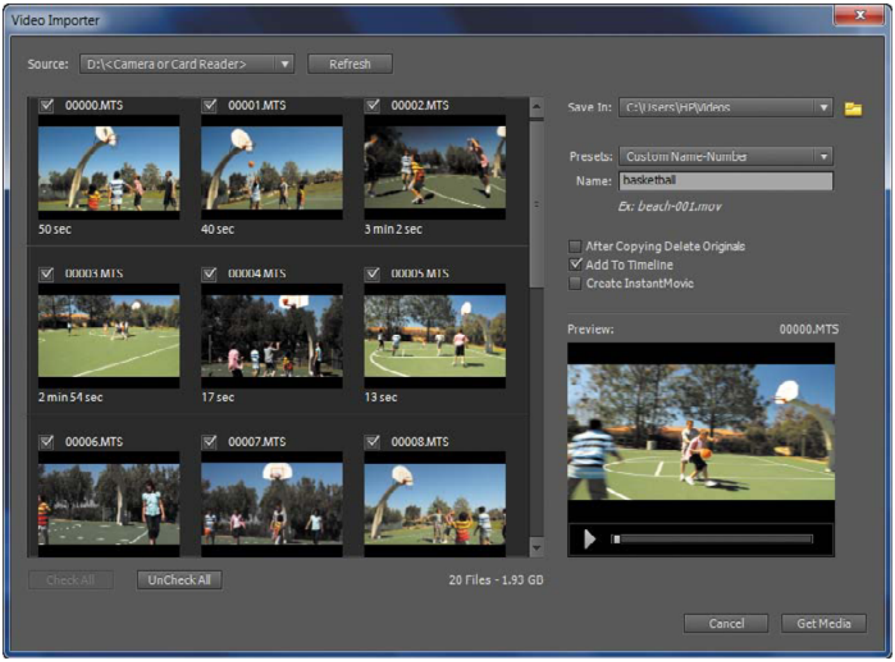
● Timecode

○ Content

00;00;00;00

00;00;00;00

If you're importing video clips from a hard drive, flash media, or optical media, you'll use the Video Importer. Again, to open the appropriate interface, just connect your device and click the appropriate icon in Get Media view in the Organize workspace; Premiere Elements will do the rest.



Video Importer

Source: D:\<Camera or Card Reader>

☑ 00000.MTS 50 sec
☑ 00001.MTS 40 sec
☑ 00002.MTS 3 min 2 sec
☑ 00003.MTS 2 min 54 sec
☑ 00004.MTS 17 sec
☑ 00005.MTS 13 sec
☑ 00006.MTS
☑ 00007.MTS
☑ 00008.MTS

20 Files - 1.93 GB

Save In: C:\Users\HP\Videos

Presets: Custom Name-Number

Name: basketball

Ex: beach-001.mov

☐ After Copying Delete Originals
☑ Add To Timeline
☐ Create InstantMovie

Preview: 00000.MTS

If the audio, video, or still image files are already on your computer's hard drive, click the PC Files and Folders icon in Get Media view in the Organize workspace, navigate to the files, and select them as you normally would. Details concerning this procedure are at the end of this lesson.

Capturing Tape-based or Live Video

If you're capturing from a DV or HDV camcorder, or a webcam, you'll use the Capture panel, which you access by clicking Organize, Get Media and then the source that you'll be capturing from. This lesson will discuss some preliminary concepts relating to these devices and then detail the procedure.

Note: Although it's extremely rare, sometimes when connecting your computer to your camcorder via an IEEE 1394 connector, an electrical charge from the computer can damage the camcorder. To minimize this risk, always turn off both devices before capture, connect the IEEE 1394 cable, turn on your computer, and then turn on the camcorder.

Connecting Your Device

The simplest way to capture DV or HDV video is to connect the camcorder to a computer with an IEEE 1394 port. Premiere Elements supports a wide range of DV devices and capture cards, making it easy to capture DV source files.

Some DV and HDV camcorders also have USB 2.0 ports. USB 2.0 is a high-speed transfer protocol similar to IEEE 1394. When present on a DV/HDV camcorder, the USB 2.0 connector is typically used for transferring to the computer only digital still images rather than tape-based video shot by the camcorder. When both connectors are present, use the IEEE 1394 connector for video capture.

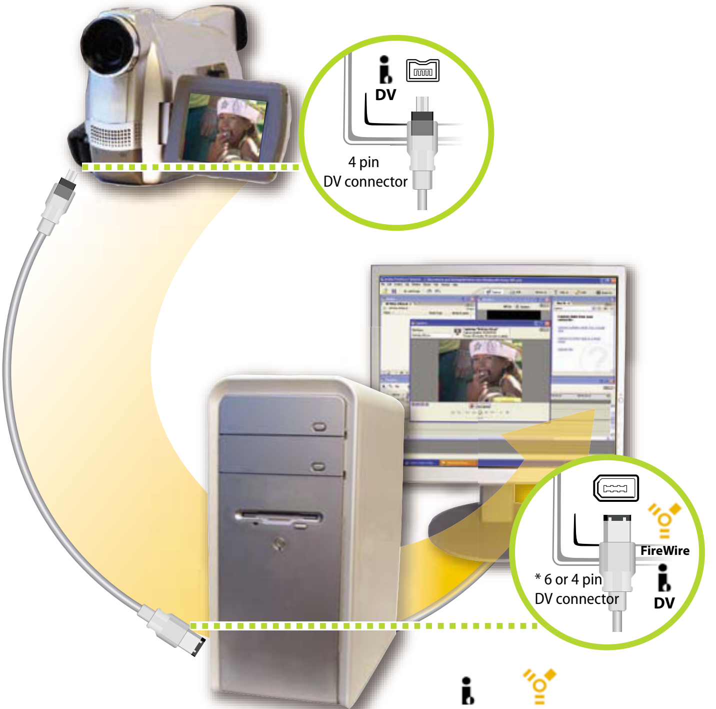
System Setup

Before you attempt to transfer video from a DV/HDV camcorder, make sure your system is set up properly for working with digital video. The following are some general guidelines for ensuring that you have a DV-capable system:

- **IEEE 1394 port:** Make sure your computer has an IEEE 1394 port. This port may either be built into your computer or available on a PCI or PC card (often referred to as capture cards) that you install yourself. Many currently manufactured computers include onboard IEEE 1394 cards.
- **High data transfer rate:** Make sure your hard drive is fast enough to capture and play back digital video. The speed at which digital video files transfer information—the data transfer rate (often shortened to data rate)—is 3.6 megabytes per second (MB/sec). The sustained (not peak) data transfer rate of your hard drive should meet or exceed this rate. To confirm the data transfer rate of your hard drive, see your computer or hard drive documentation.
- **Extra storage:** Consider using a secondary hard drive for extra capacity during capture and production, and to enhance capture performance. In general, most internal hard drives should be sufficiently fast for capture and editing. However, external drives that connect via USB 2.0 and IEEE 1394, although excellent for data backup chores, may be too slow for video capture. If you're looking for an external drive for video production, a newer technology called eSATA offers the best mix of performance and affordability, but you may have to purchase an internal eSATA adapter for your computer or notebook.
- **Sufficient hard drive space:** Make sure you have sufficient disk space for the captured footage. Five minutes of digital video consumes about 1 gigabyte (GB) of hard drive space. The Capture panel in Premiere Elements indicates the remaining space on your hard drive. Be certain beforehand that you will have sufficient space for the intended length of video capture. Also, some capture cards have size limits on digital video files ranging from 2 GB and higher. See your capture card documentation for information on file size limitations.
- **Defragment:** Make sure you periodically defragment your hard drive. Writing to a fragmented disk can cause disruptions in your hard drive's transfer speed, causing you to lose or drop frames as you capture. You can use the defragmentation utility included with Windows or purchase a third-party utility.
- **Updates:** The state of high-end video hardware changes rapidly; consult the manufacturer of your video capture card for suggestions about appropriate video storage hardware.

Capture Video

How to connect your DV camcorder to your computer

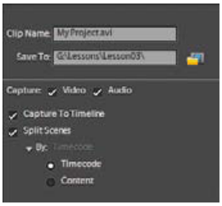


* DV = i.LINK = FireWire = IEEE1394a = 1394

Most DV/HDV camcorders have a four-pin IEEE 1394 connector, whereas most computers have a larger, six-pin connector. Note, however, that some computers—particularly notebooks—may also have a four-pin IEEE 1394 connector. When purchasing an IEEE 1394 cable, make sure it has the appropriate connectors.

Note that most recent Macintosh computers have 9-pin IEEE 1394b 800 connectors rather than 4- or 6-pin IEEE 1394a 400 connectors. To connect your camcorder to these Macs, you'll need an IEEE 1394b–to-IEEE 1394a adapter, which typically costs less than $15 or so.

If you're capturing from a webcam or WDM Device (Windows)/Webcam (Mac OS), Premiere Elements will capture the video from the USB 2.0 connector used to connect the device to your computer.



Clip Name: MyProject.avi
Save To: G:\Lessons\Lesson03\
Capture: ☑ Video ☑ Audio
☑ Capture To Timeline
☑ Split Scenes
By: Timecode
● Timecode
○ Content

Capture Options

When you capture video from a tape or live source, you have multiple capture options, including whether to capture audio and video, capture to the Timeline, and split scenes. Let's briefly discuss each option before working through the capture process.

Capturing video or audio only

By default, Premiere Elements captures audio and video when capturing a clip. You can change this default in the Capture Settings dialog that appears in the Capture panel, which opens after you select your video source. In the top line of the dialog, Video and Audio are selected by default. To capture only audio, deselect the Video check box. To capture only video, deselect the Audio check box.

Note that you can easily remove either the audio or video portion of the captured clip during editing. Unless you're absolutely certain that you won't use either the audio or the video, capture both and remove the undesired media during editing.

Capture to Timeline

The Capture to Timeline option automatically inserts all captured clips into the My Project panel. By default, this option is selected. If you'd prefer to manually drag all clips to the My Project panel, deselect this option.

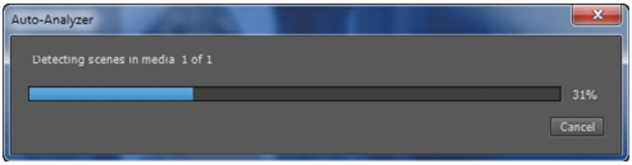
Capturing video clips with Scene Detect

During capture, Premiere Elements can split the captured video into scenes, which makes it much easier to find and edit the desired content. Premiere Elements can use one of two scene-detection techniques to detect scenes: Timecode-based and Content-based.

Timecode-based scene detection is available only when capturing DV source video. As the name suggests, this technique uses timecodes in the video to break the capture clips into scenes. Specifically, when you record DV, your camcorder automatically records a time/date stamp when you press Stop or Record. During capture, Premiere Elements creates a new scene each time it detects a new time/date stamp and creates a separate video file on your hard drive for each scene.

Content-based scene detection, which is your only option for HDV or webcam videos, analyzes the content after capture to identify scene changes. For example, if you shot one scene indoors and the next outdoors, Premiere Elements would analyze the video frames and detect the new scene.

When detecting scenes using Content-based scene detection, Premiere Elements stores only one video file on your hard drive and designates the scenes in the Organize and Edit workspaces. After capture, while scanning the captured video for scene changes, Premiere Elements displays a status panel describing the operation and apprising you of its progress.



Detecting scenes in media 1 of 1

31%

About Timecode

When capturing video, it's important to understand the basics about timecode. Timecode numbers represent the location of a frame in a video clip. Many camcorders record timecode as part of the video signal. The timecode format is based on the number of frames per second (fps) that the camcorder records and the number of frames per second that the video displays upon playback. Video has a standard frame rate that is either 29.97 fps for NTSC video (the North American and Japanese TV standard) or 25 fps for PAL video (the European TV standard). Timecode describes a frame's location in the format of hours:minutes:seconds:frames. For example, 01;20;15;10 specifies that the displayed frame is located 1 hour, 20 minutes, 15 seconds, and 10 frames into the scene.

—From Premiere Elements Help

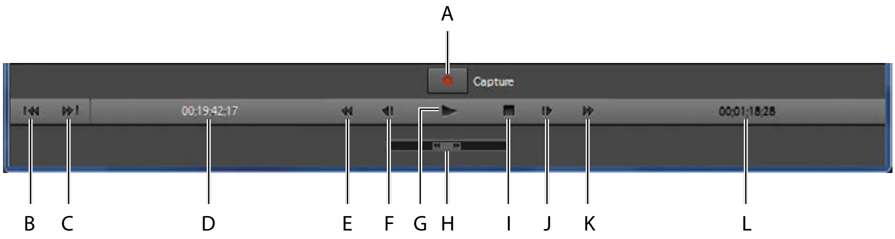
During capture, Premiere Elements defaults to Timecode-based scene detection for DV source video and defaults to Content-based scene detection for HDV and webcam-based videos. I suggest leaving Scene Detect enabled during video capture and using these defaults. To change these defaults in the Capture panel (which you'll learn how to open shortly), do the following:

1 To disable Scene Detect entirely, deselect the Split Scenes check box in the Capture settings on the right of the Capture panel.

2 If you're capturing DV, you can opt for either the Timecode-based or Content-based scene detection. In most instances, the former will be faster and more accurate. To change from Timecode-based to Content-based scene detection, select the Split Scenes check box, click the By: triangle if necessary to view both options, and click the Content radio button.

Capturing clips with device control

When capturing clips, device control refers to the ability to control the operation of a connected video deck or camcorder using controls within the Premiere Elements interface rather than using the controls on the connected device. This mode of operation is more convenient because Premiere Elements offers controls like Next Scene or Shuttle that may not be available on your camcorder's controls.



Capture panel controls:
A. Capture.
B. Previous Scene.
C. Next Scene.
D. Current Position—Timecode Display.
E. Rewind.
F. Step Back (Left).
G. Play/Pause.
H. Shuttle.
I. Step Forward (Right).
J. Fast-Forward.
K. Stop.
L. Capture Duration (active only during capture).

You probably know most of these controls because they're similar to your camcorder or VCR. You may not be familiar with the Shuttle control, which you can drag with your pointer to the left or right to rewind or fast-forward the video. This control is position-sensitive; the farther you drag the shuttle widget from the center, the faster the tape fast-forwards or rewinds. The Previous Scene and Next Scene controls use Timecode-based scene detection to advance backwards or forwards to the previous or next scenes.

Premiere Elements should be able to establish device control with all DV and HDV camcorders, but it's not available when capturing from webcams, WDM Device (Windows)/Webcam (MacOS), or analog camcorders. You can still capture video from these sources without device control, but the capture procedure is slightly different. Procedures for capturing with and without device control are detailed in the following section.

Capturing with the Capture Panel

With the preceding information in this lesson as a prologue, let's look at the process for capturing video via Premiere Elements' Capture panel.

Note: This exercise assumes that a DV camera has been successfully connected to your computer and that you have footage available to capture. If this is not the case, you can still open the Capture panel to review the interface; however, you will not be able to access all the controls.

1 Connect the DV camcorder to your computer via an IEEE 1394 cable.

2 Turn on the camera and set it to the playback mode, which may be labeled VTR, VCR, or Play.

3 Launch Premiere Elements. Click New Project in the Welcome screen, and choose a project name and the appropriate preset.

4 In the Organize workspace, click Get Media.

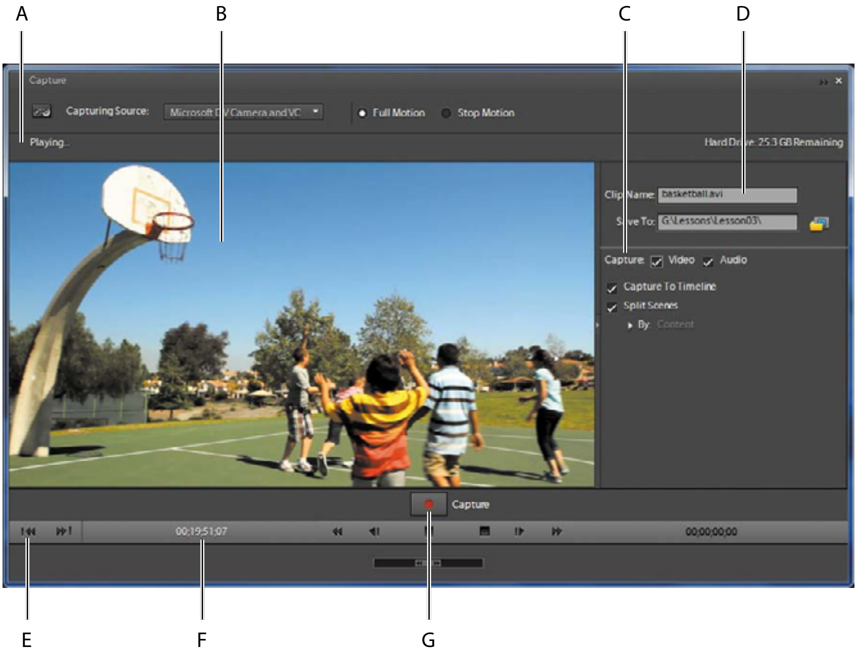
5 In Get Media view, select DV Camcorder (📹) to follow along with this procedure. Selecting HDV Camcorder (📹), or Webcam, or WDM Device (Windows)/Webcam (MacOS) (📷) will also open the Capture panel, although some settings will be different from this example.

The Capture panel appears. Note that if you're capturing from videotape, your preview screen will be black until you actually start to play the video.

(numbered steps continue on page 48)

Note: If your DV camera is connected but not turned on, your Capture panel will display Capture Device Offline in the status area. Although it is preferable to turn on your camera before launching Premiere Elements, in most cases turning on your camera at any point will bring it online.

Note: When capturing DV and webcam footage, you will see video in the Preview area of the Capture panel. When capturing HDV, you won't see any video in the Preview area and will have to watch the LCD screen on your camcorder to determine when to stop capture.



Capturing Source: Microsoft DV Camera and VC

Playing...

Hard Drive: 25.3 GB Remaining

Clip Name: basketball.avi

Save To: G:\Lessons\Lesson03\

Capture: ☑ Video ☑ Audio

☑ Capture To Timeline

☑ Split Scenes

By: Content

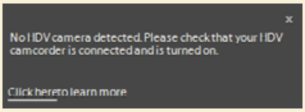
00;19;51;07

00;00;00;00

A. Status area—Displays status information about your camera. **B.** Preview area—Displays your current video as played through your camera. **C.** Capture settings—Enables you to change the capture settings. **D.** Clip Name—By default, Premiere Elements uses the project name to name the AVI or MOV movie clips. **E.** Device controls—Contains buttons used to directly control your camera. **F.** Current position—Timecode display. Shows you the current frame of your video, measured in the format of hours; minutes; seconds; frames. **G.** Capture/Pause button.

Debugging Device Control Issues

As mentioned, Premiere Elements should be able to establish device control with all DV and HDV camcorders. If you see the error message "No DV camera detected" or "No HDV camera detected," Premiere Elements can't detect your camcorder. In this case, you won't be able to establish device control and may not be able to capture video. Here are some steps you can take to attempt to remedy this situation.



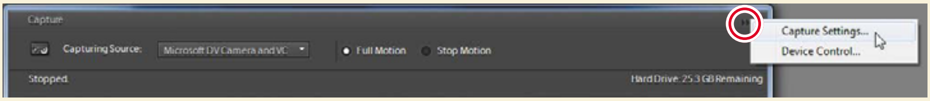
No HDV camera detected. Please check that your HDV camcorder is connected and is turned on.

Click here to learn more

1 Exit Premiere Elements and make sure your camcorder is turned on and running (and hasn't timed out due to inactivity) in VCR, Play, or other similar mode. Also, check to see that your IEEE 1394 cable is firmly connected to both the camcorder's and computer's IEEE 1394 ports. Then run Premiere Elements again and see if the program detects the camcorder.

2 If not, check your Project Settings and make sure they match your camcorder (DV project if DV camcorder; HDV project if HDV camcorder).

3 If you're still experiencing capture issues, you may have a configuration problem within Premiere Elements. In the upper-right corner of the Capture panel, click the two triangles to open the Capture panel menu and choose Capture Settings, which opens the Project Settings dialog to the Capture Format.



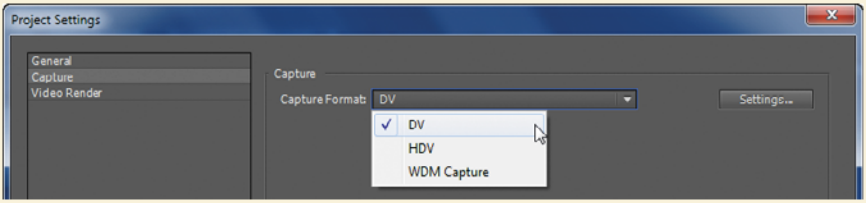
Capturing Source: Microsoft DV Camera and VC

● Full Motion ○ Stop Motion

Stopped.

Hard Drive: 25.3 GB Remaining

Capture
Capture Settings...
Device Control...

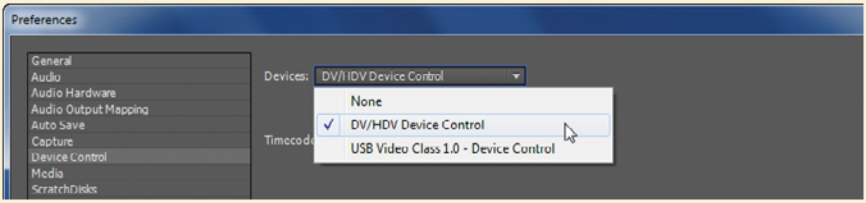


Capture Format: DV

Project Settings
General
Capture
Video Render
Capture
Settings...
✓ DV
HDV
WDM Capture

4 In this dialog, choose the correct capture device, either DV or HDV. Note that the Mac OS dialog will list HDV/DV/QuickTime (QTKit) in that order. Close the Project Settings dialog, and then close and reopen the Capture panel. If Premiere Elements still doesn't detect your camcorder, try step 5.

5 In the Capture panel menu, choose Device Control, which opens the Preferences dialog with the Device Control view visible.



Devices: DV/HDV Device Control

Preferences
General
Audio
Audio Hardware
Audio Output Mapping
Auto Save
Capture
Device Control
Media
ScratchDisks
None
✓ DV/HDV Device Control
USB Video Class 1.0 - Device Control
Timecod

6 In this dialog, make sure that DV/HDV is selected (note that the Mac OS dialog will have only two options: None and DV/HDV Device Control). Close the Preferences panel, and then close and reopen the Capture panel. If Premiere Elements still doesn't detect your camcorder, try step 7.

7 Most HDV camcorders can also record and play DV video. However, if you're capturing DV video and your camcorder is set to record HDV, Premiere Elements may detect an HDV camcorder rather than DV (or vice versa). For example, if you shot HDV in your last shoot but were capturing DV video from a previous shoot, Premiere Elements may detect an HDV camcorder rather than a DV camcorder. In this situation, set the camcorder to record DV video, and once you return to VCR or Play mode, play a few seconds of DV video, which may enable Premiere Elements to detect the DV camcorder.

Note: When capturing without device control, use the camcorder's playback controls to navigate to a position about 20 seconds before the first scene you want to capture. Click Play, and about 10 seconds before the actual scene appears, click the Capture button (●). Premiere Elements will start capturing the video. Capture the desired scenes, and about 10 seconds after the last target frame, click the Pause button (⏸) to stop capture.

6 In the upper-right area of the Capture panel, type the desired Clip Name and Save To location for the captured files. Note that Premiere Elements defaults to the project name for Clip Name and uses the folder where you stored your project file for the default Save To location. If desired, change any of the default Capture settings.

7 At the bottom of the Capture panel, use the navigation controls to navigate to the first scene you'd like to capture.

8 Click the Capture button (●). Premiere Elements automatically starts playing video on the DV camcorder, captures each scene as an individual movie clip, and adds it to your project.

9 After clicking the Capture button, the button becomes the Pause button (⏸). To stop capturing video, either click the Pause button or press the Esc key on your keyboard. If enabled, the Auto Analyze window will appear as Premiere Elements analyzes the clip and then close. Any clips you have already captured will remain in your project.

10 After you've completed capturing your video, close the Capture panel by clicking the Close button (✖) in the upper-right corner. Your captured clips appear in the Organize workspace in both the Media and Project views. If you enabled Capture to Timeline, Premiere Elements will also place each clip into your Sceneline in sequential order.

Note: If you receive the error message "Recorder Error — frames are dropped during capture," or if you're having problems with the device control, it's likely that your hard drive is not keeping up with the transfer of video. Make sure you're capturing your video to the fastest hard drive available, for example, an external IEEE 1394 drive rather than a hard drive inside a laptop computer.

Using the Video Importer

As mentioned at the start of this lesson, you will use Premiere Elements' Video Importer to import video clips from Flip, AVCHD, and DVD-based camcorders, as well as smart phones with video cameras. You'll also use Video Importer to import videos from non-copy protected DVDs and to import photos from digital still cameras and phones. In essence, if the video is stored on a hard drive, SD card, optical disc, or other storage media other than tape, you'll import it with the Video Importer.

In this exercise you'll use the Video Importer to import video from an AVCHD camcorder. If you don't have an AVCHD camcorder, you can follow along using video captured on a digital still camera, DVD camcorder, or mobile phone, or even a nonencrypted DVD, such as one that you've previously produced with Premiere Elements. Note that Premiere Elements will not import video from DVDs that are encrypted, such as most Hollywood DVD titles.

Note: This connection procedure will vary by device: Some AVCHD camcorders require that you set the camcorder to PC mode before connecting the USB 2.0 cable, others the reverse. Generally, when working with a camcorder that writes to removable SD cards or other CompactFlash media, it's easiest to remove the media and use an appropriate card reader to transfer the clips. Please check the documentation that came with your camcorder for additional details.

Capturing Stop-motion and Time-lapse Video

Using stop-motion and time-lapse video, you can make inanimate objects appear to move, or show a flower grow and bloom in seconds. In these modes, you capture single video frames at widely spaced time intervals for later playback at normal frame rates.

You create stop-motion animations or time-lapse videos by using the Stop Motion button in the Capture panel. You can capture frames either from pre-recorded tape or from a live camera feed. Stop-motion capture lets you manually select the frames you want to capture; Time Lapse capture automatically captures frames at set intervals. Using Time Lapse mode you can reduce a lengthy event, such as a sunset or a flower blooming, to a very short span.

Note: You cannot capture stop-motion video from an HDV source.

—From Premiere Elements Help

To capture stop-motion from a tape-based device, do the following:

1 Connect your tape device to your computer and turn it on. Then do one of the following:

   - If you're capturing live from a camcorder, place the camcorder in Camera mode.
   - If you're capturing from videotape, place the device in Play, VTR, or VCR mode.

2 In the Capture panel, click the Stop Motion button.

3 Click the Create New Stop Motion button in the middle of the Capture panel preview pane.

4 If you're capturing from videotape, use the camcorder's controls to move to the desired frame. If you're capturing live, adjust your scene as desired. Click Grab Frame whenever the Capture panel displays a frame that you want to save to the hard drive. Each frame you grab will appear as a .bmp file in Project view with a sequential number in its filename.

5 Close the Capture panel and edit and save your project as you normally would.

▷ **Tip:** See "Capture stop-motion and time-lapse video" in Premiere Elements Help for more information.

Converting Analog Video to Digital Video

Before DV camcorders were widely manufactured, most people used camcorders that recorded analog video onto VHS, 8mm, or other analog tape formats. To use video from analog sources in your Premiere Elements project, you must first convert (digitize) the footage to digital data, because Premiere Elements accepts only direct input from digital sources. To digitize your footage, you can use either your digital camcorder or a stand-alone device that performs analog-to-digital (AV DV) conversion.

You can perform a successful conversion using the following methods:

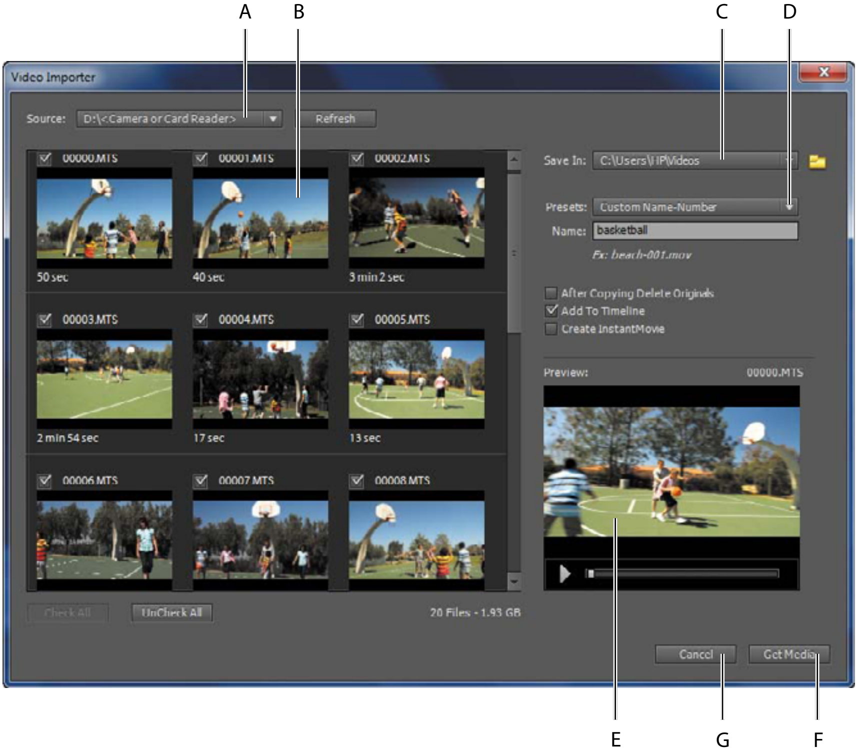
- **Output a digital signal.** Use your digital camcorder to output a digital signal from an analog input. Connect the analog source to input jacks on your digital camcorder and connect the digital camcorder to the computer. Not all digital camcorders support this method. See your camcorder documentation for more information.
- **Record analog footage.** Use your digital camcorder to record footage from your analog source. Connect your analog source's output to the analog inputs on your digital camcorder. Then record your analog footage to digital tape. When you are finished recording, Premiere Elements can then capture the footage from the digital camcorder. This is a very common procedure. See your camcorder documentation for more details on recording from analog sources.
- **Capture sound.** Use your computer's sound card, if it has a microphone (mic) input, to capture sound from a microphone.
- **Bridge the connection.** Use an AV DV converter to bridge the connection between your analog source and the computer. Connect the analog source to the converter and connect the converter to your computer. Premiere Elements then captures the digitized footage. AV DV converters are available in many large consumer electronics stores.

Note: If you capture using an AV DV converter, you might need to capture without using device control.

—From Premiere Elements Help

1. Connect your AVCHD camcorder (or SD card recorded therein) to your computer via the USB 2.0 port.
2. If you're capturing from a camcorder, turn on the camcorder and set it to PC mode, or whichever mode is used to transfer video from camcorder to computer.
3. Launch Premiere Elements. Click New Project in the Welcome screen, and choose a project name and the appropriate preset.
4. In the Organize workspace, click Get Media.
5. In Get Media view, select Flip, AVCHD, Cameras and Phones () to follow along with this procedure. Selecting DVD Camcorder or PC DVD Drive (), or Digital Still Camera & Phones () will also open Video Importer, although some settings will be different from this example.

   The Video Importer opens.


A
B
C
D
Video Importer
Refresh
00000.MTS
50 sec
00001.MTS
40 sec
00002.MTS
3 min 2 sec
00003.MTS
2 min 54 sec
00004.MTS
17 sec
00005.MTS
13 sec
00006.MTS
00007.MTS
00008.MTS
Check All
UnCheck All
20 Files - 1.93 GB
Preview:
00000.MTS
Cancel
Get Media
E
G
F

Source: D:\<Camera or Card Reader>

Save In: C:\Users\HP\Videos

Presets: Custom Name-Number

Name: basketball

Ex: beach-001.mov

☐ After Copying Delete Originals

☑ Add To Timeline

☐ Create InstantMovie

A. Available drives and devices. **B.** Importable files. **C.** Location for imported files. **D.** Naming convention. **E.** Preview window. **F.** Get Media button. **G.** Cancel button.

6. Under Source, choose the drive or device from the drop-down list.

   Once you choose the drive or device, Premiere Elements will populate the Video Importer with thumbnails of all available video and still image files.

Note: When you import a DVD using the Video Importer, files for menus are distinguished from video files by the word Menu, as in Menu_Epgc_Esf_938876809.psd.

7. To preview a video file, double-click it, and Premiere Elements will load it in the preview window on the lower right. Click the Play/Pause button to play the file.

8. To specify a location for the saved files, do one of the following:

   - To save files to the default location—which is the location where you previously stored files captured by the Video Importer—leave the location unchanged.

   - To specify a new location for saving the files, click the folder icon to open the Browse for Folder window (Windows)/Open (MacOS) dialog and choose a folder, or click Make New Folder (Windows)/New Folder (MacOS) to create a new folder.

   - Optionally, Premiere Elements saves imported files to one or more subfolders with multiple naming options.

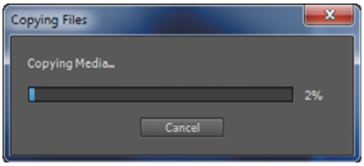
   - To create a single folder with a name of your choice, select Custom Name from the Create Subfolder(s) menu and enter the name of the folder in the text box that appears.

9. To rename the files using a consistent name within the folder, select an option other than Do Not Rename Files from the Rename Files menu. When the files are added to the folder and to the Media panel, the file numbers are incremented by 001. For example, if you enter *Basketball* as Custom Name under Rename Files, Premiere Elements will change the filenames to Basketball 001.MTS, Basketball 002.MTS, and so on.

10. In the thumbnail area, select individual files to add to the Media panel. A check mark by the filename indicates that the file is selected. By default, all files are selected. Only selected files are imported. Click a check box to deselect it, thus excluding the related file from being imported.

11. Click Get Media. This transfers the media to the destination location, which is typically your hard drive. You can click Cancel in the Copying Files dialog at any time to stop the process.

    Files that you import using the Video Importer appear in the Organize workspace, as well as Project view in the Edit workspace.



Copying Files

Copying Media...

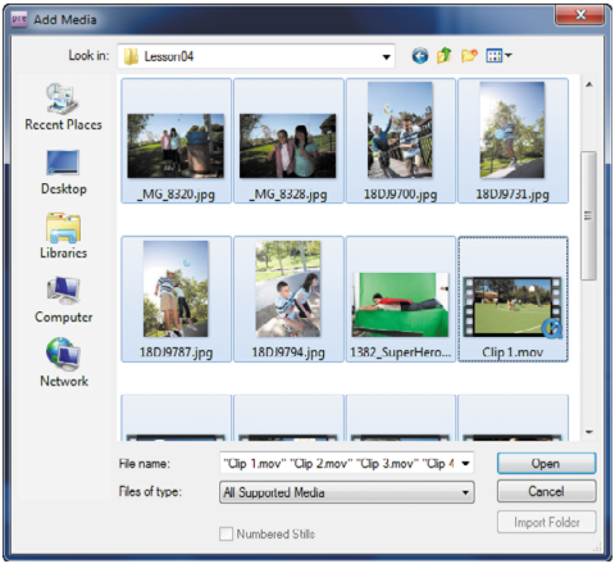
Importing Content from Your Hard Drive

Follow this procedure to import audio, video, or still-image content that's already on your hard drive.

1 In the Organize workspace, click Get Media.

2 Click Files and Folders (📁).

Premiere Elements opens the Add Media panel.



Look in: Lesson04

File name: "Clip 1.mov" "Clip 2.mov" "Clip 3.mov" "Clip 4

Files of type: All Supported Media

☐ Numbered Stills

Add Media
Recent Places
Desktop
Libraries
Computer
Network
_MG_8320.jpg
_MG_8328.jpg
18DJ9700.jpg
18DJ9731.jpg
18DJ9787.jpg
18DJ9794.jpg
1382_SuperHero...
Clip 1.mov
Open
Cancel
Import Folder

3 To change to a new disk or folder, click the Look In list box (Windows)/Folder list box (Mac OS) and navigate to a new location.

4 To display only certain files types in the dialog, click the Files of type list box (Windows-only), and choose the desired file type. The dialog displays only files of the selected type.

5 To import files, choose them in the dialog as you normally would, and click Open.

Files that you import using the Add Media dialog appear in the Organize workspace, as well as in Project view in the Edit workspace.

Review questions

1. How do you access the Capture panel in Premiere Elements?
2. Why is having a separate hard drive dedicated to video a good idea?
3. What is Scene Detect, and how would you turn it on or off if you wanted to?
4. What is the Video Importer, and when would you use it?
5. What is device control?

Review answers

1. Click Get Media from the Organize Workspace, and then click the appropriate capture icon.
2. Video files take up large amounts of space compared to standard office and image files. A hard drive stores the video clips you capture and must be fast enough to store your video frames. Although office-type files tend to be fairly small, they can clutter a hard drive when scattered throughout the available space; the more free, defragmented space you have on a hard drive, the better the performance of real-time video capture will be.
3. Scene Detect is Premiere Elements' ability to detect scene changes in your video (based on timecode or by content) during video capture and save each scene as an individual clip in your project. You can select or deselect Scene Detect by Timecode and Scene Detect by Content in the Capture panel menu.
4. The Video Importer is a feature of Premiere Elements that enables you to import media from AVCHD camcorders, digital still cameras, mobile phones and players, and DVDs, whether from a camcorder or PC DVD driver.
5. Device control is the ability of Premiere Elements to control the basic functions of your digital video camera (such as play, stop, and rewind) through the interface in the Capture panel. It's available on most DV and HDV camcorders.

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4

ORGANIZING YOUR CONTENT

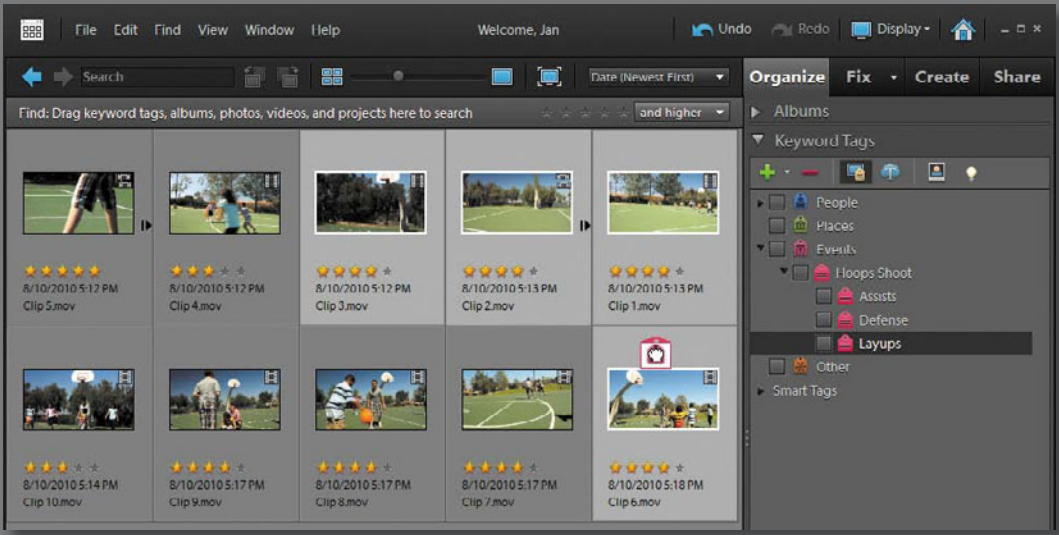
After you've captured or imported your content, you can drag it to the My Project panel from either the Media view or Project view in the Edit workspace. Why two locations? As you'll read in this chapter, each has its own unique strengths.

For example, Media view and its big brother the Organizer are ideal for tagging your clips for easy search and retrieval, for creating InstantMovies, and for creating albums to back up to Photoshop.com. Project view works well when you want to sort and trim your clips before adding them to the Sceneline or Timeline.

Fast and efficient movie production is all about organization. In this lesson, you'll learn how to do the following:

- Manually tag your clips in the Organizer
- Apply Smart Tagging in the Organizer
- Create an album for backing up your projects to Photoshop.com
- Create an InstantMovie using manual and Smart Tagging
- Trim clips using the Preview window in Project view
- Drag clips to the My Project panel from either Media view or Project view

This lesson will take approximately two hours.


File
Edit
Find
View
Window
Help
Welcome, Jan
Undo
Redo
Display
Search
Date (Newest First)
Organize
Fix
Create
Share
Find: Drag keyword tags, albums, photos, videos, and projects here to search
and higher
Albums
Keyword Tags
People
Places
Events
Hoops Shoot
Assists
Defense
Layups
Other
Smart Tags
8/10/2010 5:12 PM
Clip 5.mov
8/10/2010 5:12 PM
Clip 4.mov
8/10/2010 5:12 PM
Clip 3.mov
8/10/2010 5:13 PM
Clip 2.mov
8/10/2010 5:13 PM
Clip 1.mov
8/10/2010 5:14 PM
Clip 10.mov
8/10/2010 5:17 PM
Clip 9.mov
8/10/2010 5:17 PM
Clip 8.mov
8/10/2010 5:17 PM
Clip 7.mov
8/10/2010 5:18 PM
Clip 6.mov

Tagging content in the Organizer.

Getting Started

Before you start working with the footage, let's review a final version of the movie you'll be creating.

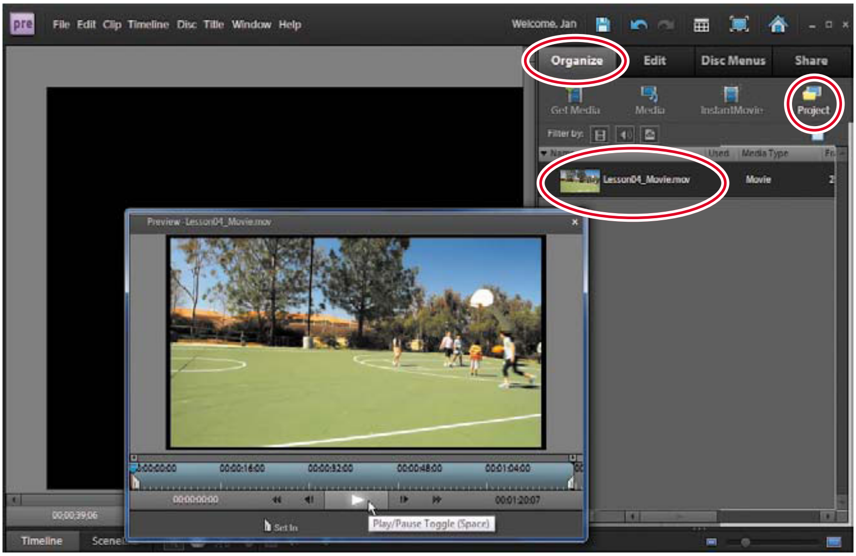
1. Make sure that you have correctly copied the Lesson04 and 05 folder from the DVD in the back of this book onto your computer's hard disk. For more information, see "Copying the Classroom in a Book files" in the "Getting Started" chapter at the beginning of this book.
2. Launch Adobe Premiere Elements.
3. In the Welcome screen, click the Open Project button. If necessary, click Open in the pop-up menu. The Open Project dialog opens.
4. In the Open Project dialog, navigate to the Lesson04 and 05 folder you copied to your hard disk. Within that folder, select the file Lesson04_Start_Win.prel (Windows)/Lesson04_Start_Mac.prel (Mac OS), and then click Open. Make sure that you don't select Lesson05_Start_Win.prel or Lesson05_Start_Mac.prel, which are in the same folder. If a dialog appears asking for the location of rendered files, click the Skip Previews button.

   Your project file opens with the Monitor, Tasks, and My Project panels open.
5. Choose Window > Restore Workspace to ensure that you start the lesson with the default window layout.

Viewing the Completed Movie Before You Start

To see what you'll be creating in this lesson, you can take a look at the completed movie.

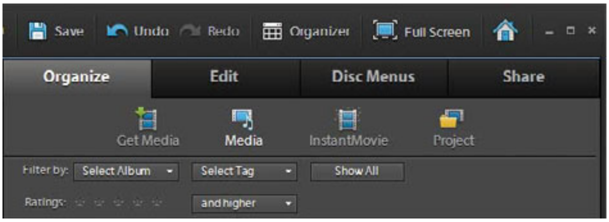
1. In the Organize workspace of the Tasks panel, click the Project button. In Project view, locate the file Lesson04_Movie.mov (which should be the only file), and then double-click it to open the video into the Preview window.
2. In the Preview window, click the Play button (►) to watch the video about some kids shooting hoops, which you'll build in this lesson.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Used
Media Type
Lesson04_Movie.mov
Movie
Preview Lesson04_Movie.mov
00:00:00:00
00:00:16:00
00:00:32:00
00:00:48:00
00:01:04:00
00:00:00:00
00:01:20:07
00:00:39:06
Play/Pause Toggle (Space)
Set In
Timeline
Scene

3 When you're finished, close the Preview window by clicking the Close button (✖) in the upper-right corner of the window.

Working in the Organize Workspace

When you first open Premiere Elements, the Organize workspace is displayed. I described the separate views and functions within this workspace in Lesson 1, but since you're here now, let's review.


Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Select Album
Select Tag
Show All
Ratings:
and higher

As you saw in the previous chapter, if you click Get Media (Get Media), you'll enter Get Media view where you'll capture or import video into your project.

Media view (Media) should be open when you first run Premiere Elements. This is a customized view of the Organizer, which you can open by clicking the Organizer icon (Organizer) in the top toolbar.

The InstantMovie icon (InstantMovie) starts a wizard that automatically and quickly steps you through the selection and editing portion of movie creation, allowing you to add theme-based effects, title, transitions, and audio. You'll produce an InstantMovie of the basketball shoot around tour later in this chapter.

In Project view (Project) you can view, sort, and select media you have captured or imported into your current project. There's some overlap between Media view, Project view, and the Organizer application, so I'll discuss that. The Organizer is a separate application that contains all audio, video, and still image content that you've input into either Adobe Photoshop Elements or Premiere Elements since you first installed the programs. It's a great place to start many projects and provides access to a wide range of organization and collection functions.

Media view works neatly within Premiere Elements' Organize workspace. It doesn't offer the breadth of capabilities enabled by the full Organizer, but it's convenient and provides a customized subset of functions that let you efficiently find and deploy media within your movie projects.

As mentioned, Media view is the default view in the Tasks panel and should be open when you run Premiere Elements for the first time. If it's not showing now, click Media in the Organize workspace, or choose Window > Media.

When you first run Premiere Elements, either by loading an existing project or starting with a new project, Media view will display all files currently contained in the Organizer, so you can easily reuse this content if desired. As you import content into the project, Media view will show only the newly imported content.

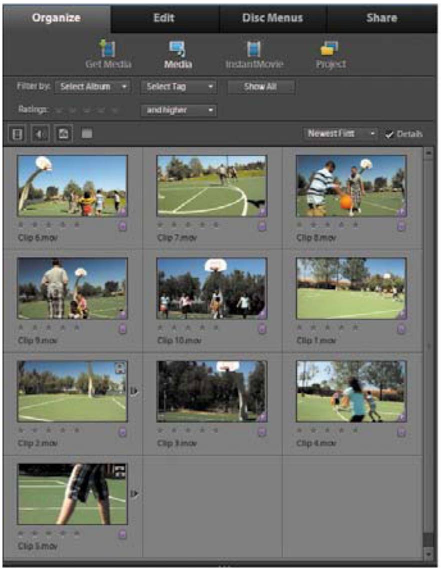
In contrast, Project view displays all content that you've imported into the project. Clips appearing in Media view and the Organizer when you first run Premiere Elements won't appear in the Project view until you either import them or drag them to the My Project panel. Let's load some files from the lesson folder to reinforce this point.

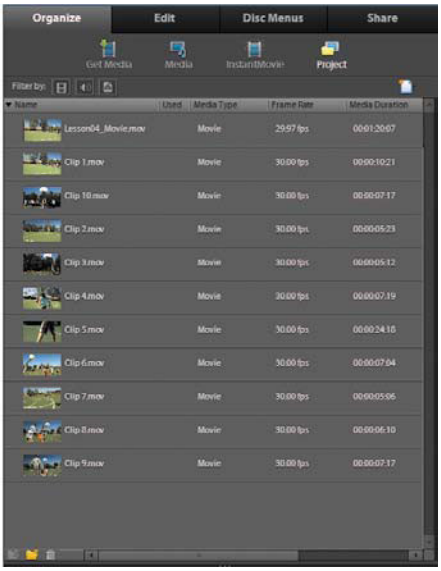
Follow this procedure to import audio and video clips from the Lesson04 and 05 folder.

1. In the Organize workspace, click the Get Media button (Get Media).
2. Click Files and Folders (📁).

   Premiere Elements opens the Add Media dialog.
3. Navigate to the Lesson04 and 05 folder. Select the movie clips Clip 1.mov through Clip 10.mov and the Lesson04_Movie.mov. Click Open (Windows)/ Import (Mac OS).

After importing the clips, Media view should display only the clips you just imported. Project view, which previously contained only the one MOV file, should contain all the new files that you just imported plus Lesson04_Movie.mov.


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Select Album
Select Tag
Show All
Ratings:
and higher
Newest First
Details
Clip 6.mov
Clip 7.mov
Clip 8.mov
Clip 9.mov
Clip 10.mov
Clip 1.mov
Clip 2.mov
Clip 3.mov
Clip 4.mov
Clip 5.mov


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:

Name	Used	Media Type	Frame Rate	Media Duration
Lesson04_Movie.mov		Movie	29.97 fps	00:01:20:07
Clip 1.mov		Movie	30.00 fps	00:00:10:21
Clip 10.mov		Movie	30.00 fps	00:00:07:17
Clip 2.mov		Movie	30.00 fps	00:00:05:23
Clip 3.mov		Movie	30.00 fps	00:00:05:12
Clip 4.mov		Movie	30.00 fps	00:00:07:19
Clip 5.mov		Movie	30.00 fps	00:00:24:18
Clip 6.mov		Movie	30.00 fps	00:00:07:04
Clip 7.mov		Movie	30.00 fps	00:00:05:06
Clip 8.mov		Movie	30.00 fps	00:00:06:10
Clip 9.mov		Movie	30.00 fps	00:00:07:17

If you compare the two panels, you will see the same files in both. However, if you close the project file and later reopen it, Media view will again contain *all* files previously imported into *all* previous Premiere Elements projects, whereas Project view will contain only those files imported into *that specific* Premiere Elements project.

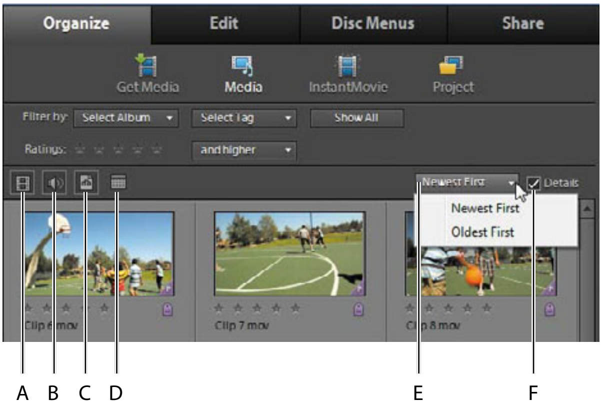
With this background information, let's take a deeper look into both workspaces, starting with Media view.

Finding Clips in Media View

Media view's role is to help you find files using different search methods. Some basic search methods are available without any action on your part, and advanced methods are available after you've rated the clips or have applied keyword or Smart Tags to your clips; all of which are discussed later in this lesson. In this short section, you'll learn how to use the basic tools in Media view to find the desired file.

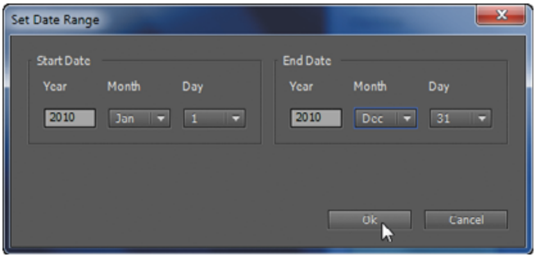
1 To find files in Media view, *do any or all of the following*:

   - Browse through the entire catalog by using the scroll bar at the right side of Media view.
   - Select either Newest First or Oldest First from the Media Arrangement According to Date menu located in the upper-right corner of Media view to sort the files in chronological or reverse-chronological order.
   - Select which media type to show—or not to show—using the icons just below the Ratings field.


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Select Album
Select Tag
Show All
Ratings:
and higher
Newest First
☑ Details
Newest First
Oldest First
Clip 6.mov
Clip 7.mov
Clip 8.mov
A
B
C
D
E
F

A. Show/Hide Video. **B.** Show/Hide Audio. **C.** Show/Hide Still Image. **D.** Set Date Range. **E.** Media Arrangement According to Date. **F.** Details check box.

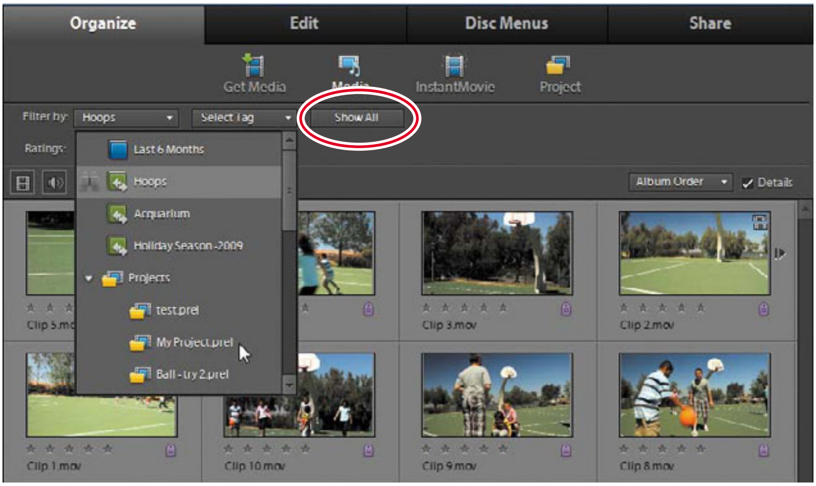
- Restrict your search to files created within a period of time by choosing Set Date Range and then entering a start and end date in the Set Date Range dialog.


Set Date Range

Start Date
Year: 2010
Month: Jan
Day: 1

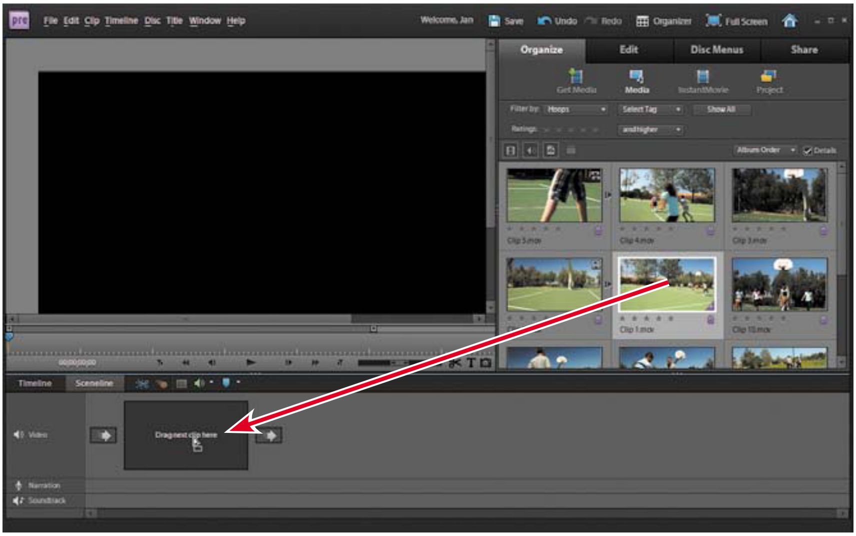
End Date
Year: 2010
Month: Dec
Day: 31

- Select the Details checkbox to show star ratings, filename, and other details in Media view.
- Use the Media Arrangement According to Date menu to display the newest clips first or the oldest clips first.
- Click the Filter By: list box and choose either an Album ( ) or Project ( ). Media view will display content from that Album or Project.
- To show all content in the Media view, click the Show All button.


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by: Hoops
Select Tag
Show All
Ratings:
Last 6 Months
Hoops
Arquarium
Holiday Season-2009
Projects
test.prel
My Project.prel
Ball - try 2.prel
Album Order
Details
Clip 5.mov
Clip 3.mov
Clip 2.mov
Clip 1.mov
Clip 10.mov
Clip 9.mov
Clip 8.mov

Note: The Media pane shown in the figure will look different from yours because it shows all projects previously edited on this computer, as well as other content previously imported. Since it's impossible to tell what's in your Media pane, we decided to show what a typical Media pane would look like.

2 To add a still image, video, or audio file from Media view to your project, drag the file from Media view into the Timeline or Sceneline of the My Project panel. This will also automatically add the file to Project view. Click No if Premiere Elements asks if you want to fix any quality issues in the clip, or any other questions.


File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by: Hoops
Select Tag
Show All
Ratings:
and higher
Album Order
Details
Clip 5.mov
Clip 4.mov
Clip 3.mov
Clip 1.mov
Clip 10.mov
Timeline
Sceneline
Video
Drag next clip here
Narration
Soundtrack

Note: Sometimes when you drop a clip into the My Project panel, you'll see a note that says "Clip being dropped contains solid background color. Do you want to apply Videomerge on this clip?" Click No if you see this message, except as directed in Lesson 6.

Tagging in the Organizer

Media view is great for quickly finding clips, but the Organizer is Premiere Elements' best tool for serious organization and search and retrieval work. You can open the Organizer by clicking the Organizer icon (▦ Organizer) in the top toolbar. This exercise will detail how to perform manual and Smart Tagging in the Organizer, and then how to search for clips using those tags in the Organizer.

Let's start with a brief description of tagging, which you perform in one or more of three ways, via star ratings (1–5), applying keyword tags, and using Smart Tags. At a high level, all tags allow you to more easily find the clips to include in a particular movie. For example, if you review and rate all your clips on a scale of 1–5, you can later search for only clips that you rated 4 or above—an easy way to find high-quality clips and eliminate poor-quality clips.

Keyword tags allow you to tag a clip by person, location, event, or other tag, with customizable categories. For example, in this exercise, you'll apply several keyword tags to the clips from this project, and then search for clips containing these keyword tags.

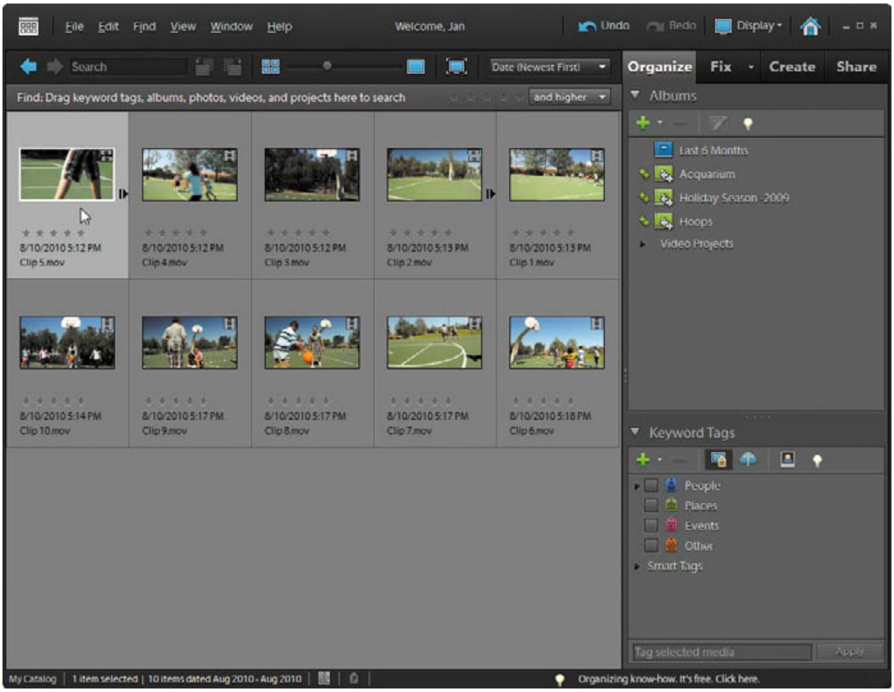
When you run the Auto-Analyzer on a clip, Premiere Elements analyzes the video to detect scenes based on content; you can hunt for scenes with faces and identify scenes that are out of focus, shaky, underexposed, or overexposed. Using this qualitative data, Premiere Elements then categorizes all clips as high, medium, or low quality. This serves a valuable triage function that you can later use to search for the best clips for your movie. This analysis is also used for features like Smart Trimming, which you'll learn in Chapter 5, and Automatic Quality Enhancement, as discussed in Chapter 6.

For example, if you shot an hour of video on your last vacation, Smart Tagging allows you to identify medium-quality-and-higher clips containing faces (presumably family members), and produce a movie containing only these clips. What would literally take you hours to accomplish manually, Smart Tagging can produce in a few moments.

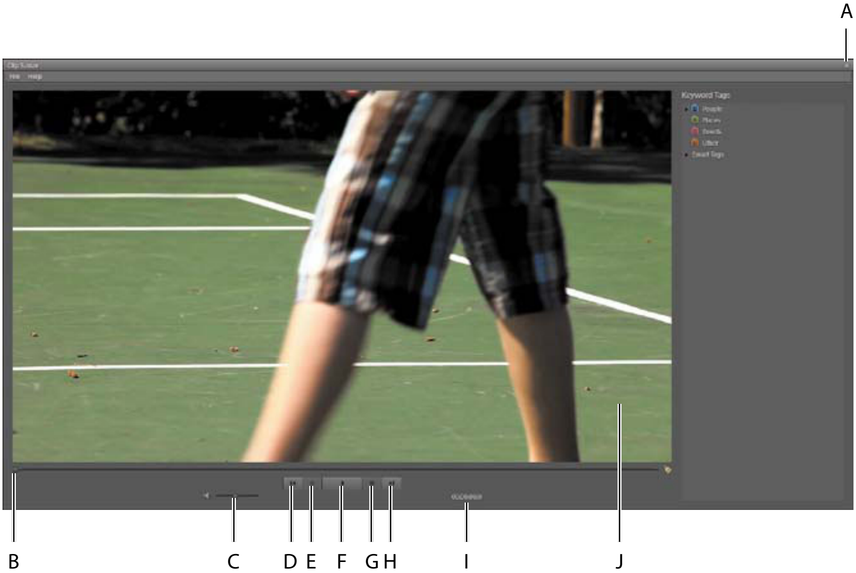
Using all these tags in any combination, you can hunt for clips to manually produce into a movie or create an InstantMovie, which is a professional-looking edited movie complete with titles, soundtrack, effects, and transitions that you'll produce using a fast and simple step-by-step process.

Tagging Clips in the Organizer

Let's open and explore operations in the Organizer. To open the Organizer, click the Organizer icon (▦ Organizer) in the top toolbar. To make your Organizer look like the one in the figure, click the View menu and make sure that Details, Show File Names, and Show People Recognition are all selected.


File Edit Find View Window Help
Welcome, Jan
Undo
Redo
Display
Search
Date (Newest First)
Organize
Fix
Create
Share
Find: Drag keyword tags, albums, photos, videos, and projects here to search
and higher
Albums
Last 6 Months
Acquarium
Holiday Season 2009
Hoops
Video Projects
8/10/2010 5:12 PM
Clip 5.mov
8/10/2010 5:12 PM
Clip 4.mov
8/10/2010 5:12 PM
Clip 3.mov
8/10/2010 5:13 PM
Clip 2.mov
8/10/2010 5:13 PM
Clip 1.mov
8/10/2010 5:14 PM
Clip 10.mov
8/10/2010 5:17 PM
Clip 9.mov
8/10/2010 5:17 PM
Clip 8.mov
8/10/2010 5:17 PM
Clip 7.mov
8/10/2010 5:18 PM
Clip 6.mov
Keyword Tags
People
Places
Events
Other
Smart Tags
Tag selected media
Apply
My Catalog | 1 item selected | 10 items dated Aug 2010 - Aug 2010
Organizing know-how. It's free. Click here.

1 Double-click the video Clip 5.mov to open the file in the Organizer's Preview view. Pretty snazzy pants, eh?


A
B
C
D
E
F
G
H
I
J
Keyword Tags

A. Close (and return to Organizer). **B.** Current Position. **C.** Volume. **D.** Start. **E.** Record. **F.** Play (spacebar). **G.** Stop. **H.** End. **I.** Current Time. **J.** Preview window.

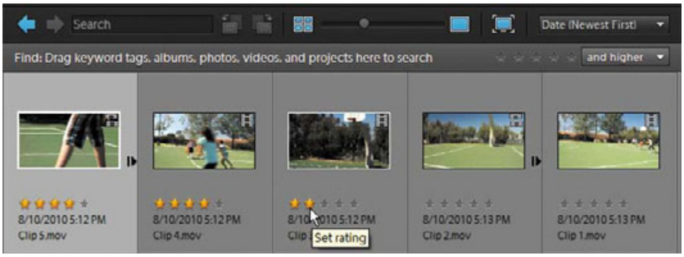
Note: Three keyboard shortcuts apply to all Premiere Elements preview and playback control: Press the spacebar to start and stop clip playback, and use the arrow keys to navigate frame by frame forward (right arrow) and backward (left arrow).

Note: You can position the Organizer anywhere onscreen by grabbing the docking header and moving the panel to the new location. You can also resize the panel by grabbing and dragging any edge to the desired size.

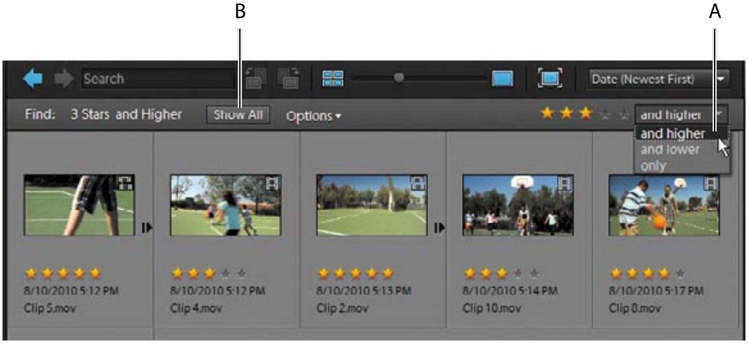
2. Click Play to play the video file, and use the playback controls to fast-forward, rewind, and otherwise experiment with these controls.
3. In the upper right of the Preview view, click the Close icon (✖) to return to the Organizer.

Working with Star Ratings

Follow these procedures to apply and delete star ratings, and to search for clips based on the star ratings. Ratings range from 1 (on the extreme left) to 5 (on the extreme right).


Search
Date (Newest First)
Find: Drag keyword tags, albums, photos, videos, and projects here to search
and higher
8/10/2010 5:12 PM
Clip 5.mov
8/10/2010 5:12 PM
Clip 4.mov
8/10/2010 5:12 PM
Clip
Set rating
8/10/2010 5:13 PM
Clip 2.mov
8/10/2010 5:13 PM
Clip 1.mov

1. If you don't see the star ratings, choose View > Details in the Organizer menu.
2. Hover your pointer over the star ratings beneath any clip, and click the star that corresponds to the desired rating for that clip. Go ahead and rate a few clips so you can sort by rating in step 5.
3. To change a rating, use the same procedure and choose a different rating.
4. To delete the star rating, click the last selected star on the right (the fourth star in a clip rated four stars).
5. To find clips based on their assigned ratings in the Organizer (or in Media view), click the number of target stars and adjust the list box as desired. Premiere Elements displays only those files that meet the selected criteria.


B
A
Search
Date (Newest First)
Find: 3 Stars and Higher
Show All
Options
and higher
and higher
and lower
only
8/10/2010 5:12 PM
Clip 5.mov
8/10/2010 5:12 PM
Clip 4.mov
8/10/2010 5:13 PM
Clip 2.mov
8/10/2010 5:14 PM
Clip 10.mov
8/10/2010 5:17 PM
Clip 8.mov

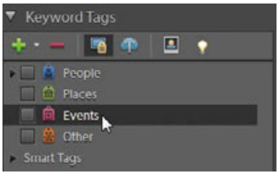
A. Target Stars list box. **B.** Show All button.

6. Click the Show All button to view all clips in the Organizer (or Media view).

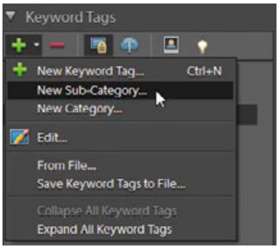
Working with Keyword Tags

Premiere Elements includes general categories of keyword tags that you can apply as is or customize with your own categories or subcategories. In this lesson, you'll create and apply two custom categories in the Organizer, and then search for clips based on those keywords in Media view.

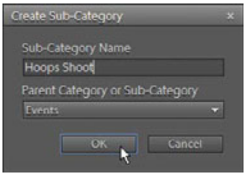
1 Under Keyword Tags in the Organizer, click and select Events.


Keyword Tags
People
Places
Events
Other
Smart Tags

2 Under Keyword Tags, click the Create New button (✚) and choose New Sub-Category.


Keyword Tags
New Keyword Tag... Ctrl+N
New Sub-Category...
New Category...
Edit...
From File...
Save Keyword Tags to File...
Collapse All Keyword Tags
Expand All Keyword Tags

3 In the Create Sub-Category panel, type *Hoops Shoot* in the Sub-Category Name field. Then click OK.

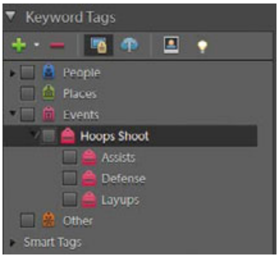

Create Sub-Category
OK
Cancel

Sub-Category Name
Hoops Shoot

Parent Category or Sub-Category
Events

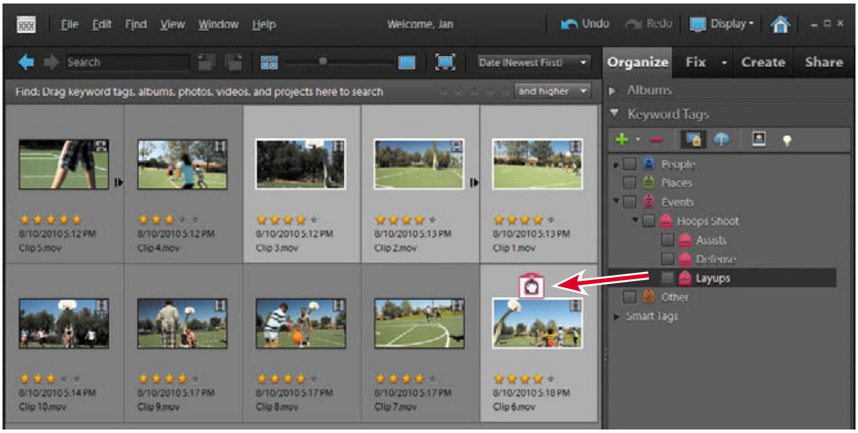
Premiere Elements creates the new subcategory.

4 Repeat steps 2–3 to create three subcategories beneath Hoops Shoot called *Layups, Assists,* and *Defense.*


Keyword Tags
People
Places
Events
Hoops Shoot
Assists
Defense
Layups
Other
Smart Tags

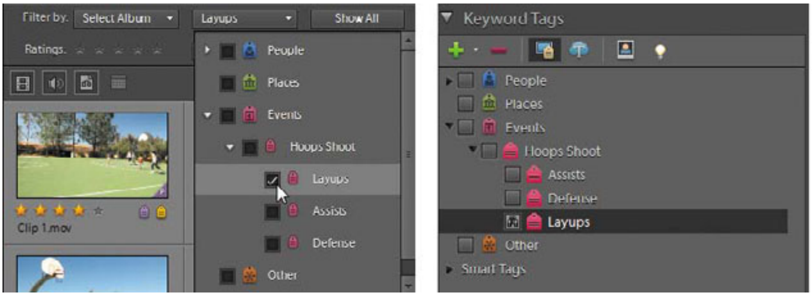
5 In the Browser panel, click Clip 1.mov. Then press and hold the Ctrl key (Windows)/Command key (Mac OS), and click Clip 2.mov, Clip 3.mov, and Clip 6.mov.

6 Drag the Layups keyword tag to any of the selected clips. When you release the pointer, Premiere Elements applies the keyword tag to all selected clips.

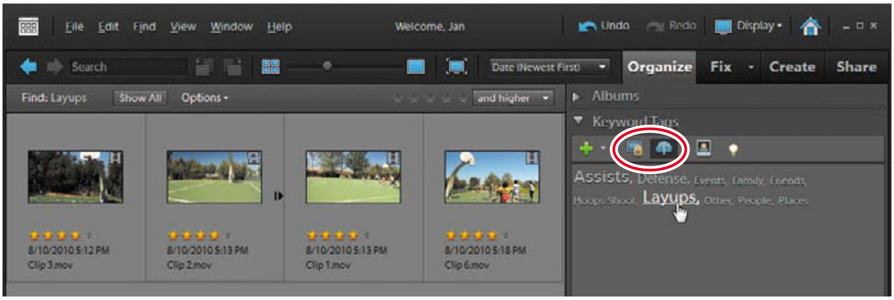

File Edit Find View Window Help
Welcome, Jan
Undo
Redo
Display
Search
Date (Newest First)
Organize
Fix
Create
Share
Find: Drag keyword tags, albums, photos, videos, and projects here to search
and higher
Albums
Keyword Tags
People
Places
Events
Hoops Shoot
Assists
Defense
Layups
Other
Smart Tags
8/10/2010 5:12 PM
Clip 5.mov
8/10/2010 5:12 PM
Clip 4.mov
8/10/2010 5:12 PM
Clip 3.mov
8/10/2010 5:13 PM
Clip 2.mov
8/10/2010 5:13 PM
Clip 1.mov
8/10/2010 5:14 PM
Clip 10.mov
8/10/2010 5:17 PM
Clip 9.mov
8/10/2010 5:17 PM
Clip 8.mov
8/10/2010 5:17 PM
Clip 7.mov
8/10/2010 5:18 PM
Clip 6.mov

7 Use the same procedure to apply the Assists tag to Clip 4.mov, Clip 5.mov, and Clip 7.mov; the Defense tag to Clip 8.mov and Clip 9.mov; and the Hoops Shoot tag to Clip 10.mov (since it doesn't fall into any of the three more specific categories).

8 In Media view (shown in the next figure on the left) and Organizer (on the right), or both, select the box next to the keyword tags to show only those files tagged with the selected keyword tags. In both panels, Premiere Elements will show only the Layups clips.


Filter by:
Select Album
Layups
Show All
Ratings:
People
Places
Events
Hoops Shoot
Layups
Assists
Defense
Other
Clip 1.mov
Keyword Tags
People
Places
Events
Hoops Shoot
Assists
Defense
Layups
Other
Smart Tags

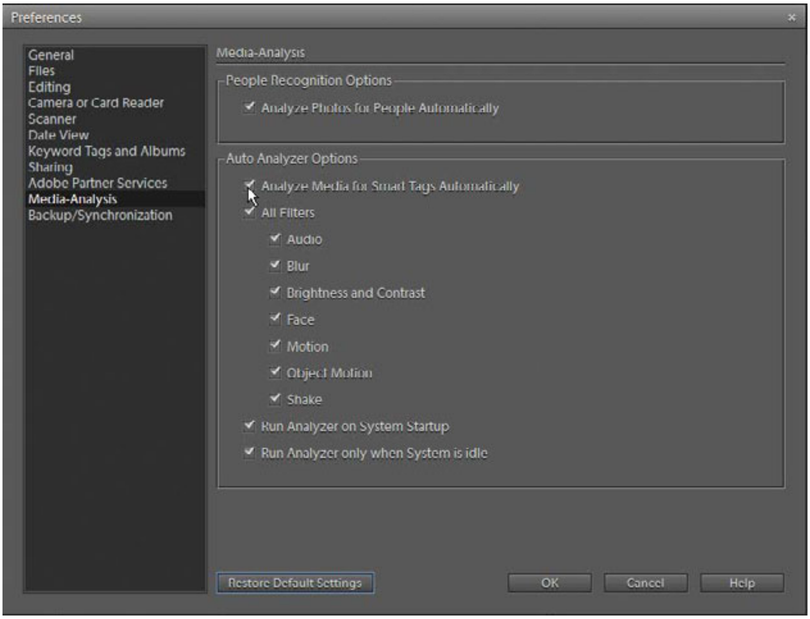
9 In the Organizer, click the View Keyword Tag Cloud button ( ) to view the tags as a keyword cloud, which allows you to visualize the number of clips associated with a keyword. Click the View Keyword Tag Hierarchy ( ) to return to the default view.


File Edit Find View Window Help
Welcome, Jan
Undo
Redo
Display
Search
Date (Newest First)
Organize
Fix
Create
Share
Find: Layups
Show All
Options
and higher
Albums
Keyword Tags
Assists, Defense, Events, Family, Friends, Hoops Shoot, Layups, Other, People, Places
8/10/2010 5:12 PM
Clip 3.mov
8/10/2010 5:13 PM
Clip 2.mov
8/10/2010 5:13 PM
Clip 1.mov
8/10/2010 5:18 PM
Clip 6.mov

About the Auto-Analyzer

As mentioned earlier, the Auto-Analyzer analyzes your video clips for content and quality, and is integral to a number of functions, including Smart Tagging, Smart Trimming, and creating InstantMovies, which you'll learn to do later in this chapter. You can run the Auto-Analyzer manually, as you'll learn in the next section, or run it as a background process. In fact, by default, the Auto-Analyzer will run on clips that you've imported anytime your system is running and idle.

To access this preference option, in Organizer, choose Edit > Preferences > Media Analysis (Windows) or Adobe Elements 9 Organizer > Preferences > Media Analysis (Mac OS). In the default setting, Premiere Elements will work in the background with imported media, so when you're ready to edit, you won't have to wait for the Auto-Analyzer to run.


Preferences
General
Files
Editing
Camera or Card Reader
Scanner
Date View
Keyword Tags and Albums
Sharing
Adobe Partner Services
Media-Analysis
Backup/Synchronization
Restore Default Settings
OK
Cancel
Help

Media-Analysis

People Recognition Options

☑ Analyze Photos for People Automatically

Auto Analyzer Options

☑ Analyze Media for Smart Tags Automatically
☑ All Filters
  ☑ Audio
  ☑ Blur
  ☑ Brightness and Contrast
  ☑ Face
  ☑ Motion
  ☑ Object Motion
  ☑ Shake
☑ Run Analyzer on System Startup
☑ Run Analyzer only when System is idle

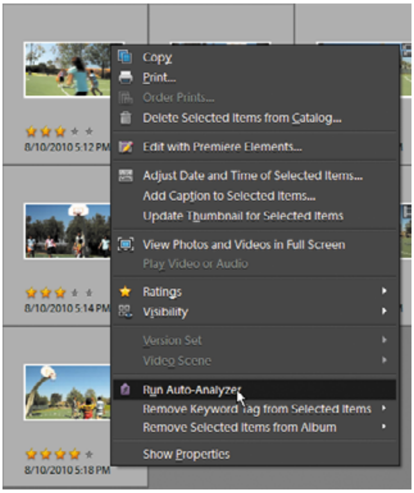
In most instances on most computers, background operation should work just fine. On older, less powerful computers, and those configured with the minimum RAM, background operation may cause a noticeable drag on foreground operations, particularly when working with H.264-based, high-definition formats like AVCHD and video shot by DSLRs. If you notice any sluggishness in your foreground operations after importing footage or experience any system instability, try disabling the Auto-Analyzer as a background operation by deselecting the Analyze Media for Smart Tags Automatically check box.

Running the Auto-Analyzer Manually

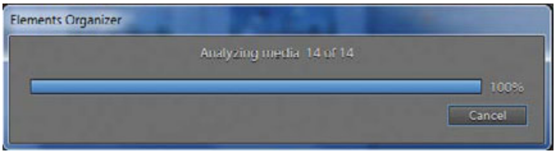
To manually run the Auto-Analyzer and apply Smart Tags to the project clips, follow these steps.

1 If the Organizer isn't open, click the Organizer icon (Organizer) in the Organize workspace to open the Organizer. Otherwise, Alt+tab (Windows) or Command+tab over to the Organizer.

2 Click to select all clips, and then right-click and choose Run Auto-Analyzer. This can take a while, so you might want to try one or two clips first.


8/10/2010 5:12 PM
8/10/2010 5:14 PM
8/10/2010 5:18 PM
Copy
Print...
Order Prints...
Delete Selected Items from Catalog...
Edit with Premiere Elements...
Adjust Date and Time of Selected Items...
Add Caption to Selected Items...
Update Thumbnail for Selected Items
View Photos and Videos in Full Screen
Play Video or Audio
Ratings
Visibility
Version Set
Video Scene
Run Auto-Analyzer
Remove Keyword Tag from Selected Items
Remove Selected Items from Album
Show Properties

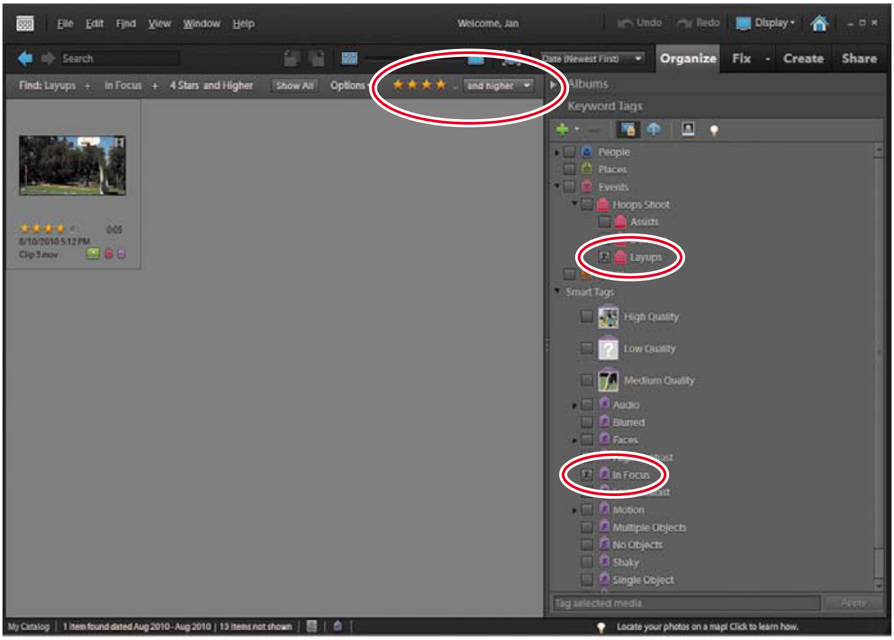
3 Premiere Elements starts analyzing the clips and reports its progress in the Elements Organizer. The duration of the process will vary by clip length, clip format, and the speed of your computer. After completion, Premiere Elements will open the Elements Organizer window to let you know the process has completed; click OK to close that window.


Elements Organizer

Analyzing media 14 of 14

100%
Cancel

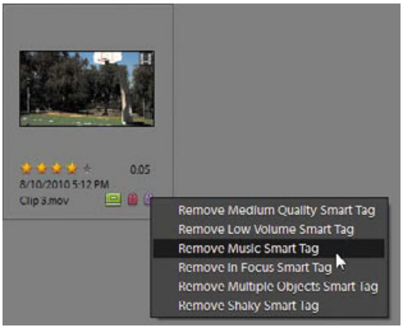
▷ **Tip:** As with keyword tagging, you can use the tags created via Smart Tagging in either the Organizer or Media view. You can use these tags by themselves or in conjunction with keyword tags or even star ratings. For example, in the Organizer, click four stars "and higher" in the top toolbar, click the Layups tag in the Keyword Tags, and click In Focus in Smart Tags. Premiere Elements will display only those clips that meet these criteria.


File Edit Find View Window Help
Welcome, Jan
Undo
Redo
Display
Search
Date (Newest First)
Organize
Fix
Create
Share
Find: Layups + In Focus + 4 Stars and Higher
Show All
Options
and higher
Albums
Keyword Tags
People
Places
Events
Hoops Shoot
Assists
Layups
Smart Tags
High Quality
Low Quality
Medium Quality
Audio
Blurred
Faces
In Focus
Motion
Multiple Objects
No Objects
Shaky
Single Object
Tag selected media
Apply
0:05
8/10/2010 5:12 PM
Clip 3.mov
My Catalog | 1 item found dated Aug 2010 - Aug 2010 | 13 items not shown
Locate your photos on a map! Click to learn how.

4 In the Organizer, if necessary press Ctrl+D/Command+D to ensure that Details are showing. In Media view, select the Details check box to do the same. In both panels, a purple tag (🟪) beneath the clip's thumbnail indicates that Smart Tagging has been applied. Tags of different colors (🟥) indicate that keyword tags have been applied, whereas the Album tag (🟩) in the Organizer only indicates that the clip is in an album. To view which tags have been applied, or which album(s) into which the clip was included, hover your cursor over the respective tag in either the Organizer or Media view. Tagging details will appear beneath the Preview window.

Note: When you close the Organizer, the search criteria from that panel are applied to the Organizer, so only the clips appearing in the Organizer before you closed it will appear in the Media view.

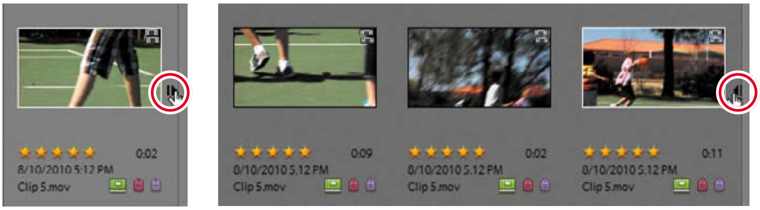
5 To remove a tag, right-click the tag in the Organizer and delete the tag, or right-click the thumbnail in Media view and choose the tag to remove.


0:05
8/10/2010 5:12 PM
Clip 3.mov
Remove Medium Quality Smart Tag
Remove Low Volume Smart Tag
Remove Music Smart Tag
Remove In Focus Smart Tag
Remove Multiple Objects Smart Tag
Remove Shaky Smart Tag

Working with Clips After Smart Tagging

Let's take a moment to understand what happens to clips after Smart Tagging. To review, during Smart Tagging, Premiere Elements breaks the clip into different scenes based on content changes (as opposed to timecode, like DV files); finds different types of content like faces; and rates the quality of each clip based on factors like exposure, focus, and stability.

In the Organizer, you'll know that the clip has been split into multiple scenes if there is a Step Forward icon (▶) on the right of the clip. Click that icon, and Premiere Elements displays all scenes separately in the Organizer, surrounded by a border that's a lighter gray than the rest of the Organizer. This lets you know that all the scenes are part of a single clip.

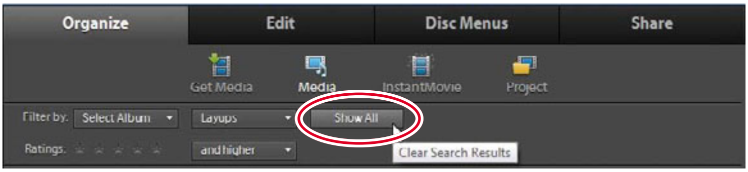

0:02
8/10/2010 5:12 PM
Clip 5.mov
0:09
8/10/2010 5:12 PM
Clip 5.mov
0:02
8/10/2010 5:12 PM
Clip 5.mov
0:11
8/10/2010 5:12 PM
Clip 5.mov

In the Organizer, you can treat each scene as a separate clip, for example, dragging it to the My Project panel to include it in a project or double-clicking it to play it in the Preview window. You can consolidate all scenes back into a single frame by clicking the Step Backward icon to the right of the final scene (◀). Note that you can expand and contract a clip into its separate scenes in Project view using these same controls.

Creating an InstantMovie

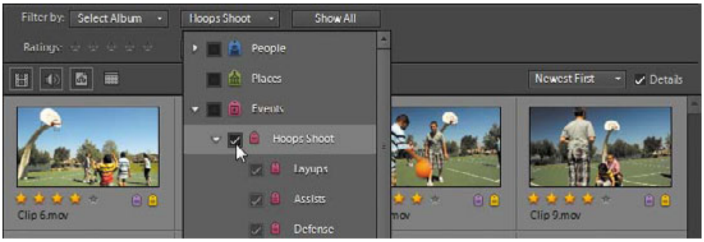
In this exercise, you'll create an InstantMovie from the basketball clips that you tagged in a previous exercise. Again, an InstantMovie is a professional-looking edited movie, complete with titles, soundtrack, effects, and transitions that you'll create by following a simple wizard.

1 If necessary, switch to Premiere Elements. In Media view, click the Show All button (if it's visible) to display all clips available in the Organizer. If the button is not visible, all available content is already displayed.


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Select Album
Layups
Show All
Ratings:
and higher
Clear Search Results

2 Click the second Filter By: list box, click the triangle next to Events, and then select the check box next to Hoops Shoot. Media view will display only

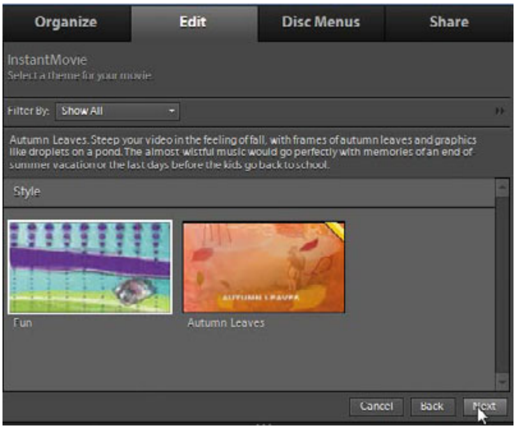
those clips previously tagged with the Hoops Shoot tag or clips tagged with a subcategory of the Hoops Shoot tag. Click outside the menu to close the menu.


Filter by:
Select Album
Hoops Shoot
Show All
Ratings:
People
Places
Events
Hoops Shoot
Layups
Assists
Defense
Newest First
✓ Details
Clip 6.mov
mov
Clip 9.mov

3 Press Ctrl+A/Command+A to select all clips in the Media view, and then click the InstantMovie (InstantMovie) button. Premiere Elements opens the InstantMovie Wizard. You can preview any Style by clicking it, and stop the preview by clicking it again.

4 Choose Fun Style and click Next. If this theme is not available, choose another.

Note: The Apply to: radio buttons become active only when you apply a Theme to clips already inserted into the My Project panel, not when you create an InstantMovie from the Organizer.


Organize
Edit
Disc Menus
Share
InstantMovie
Select a theme for your movie
Filter By:
Show All
Style
Fun
Autumn Leaves
Cancel
Back
Next

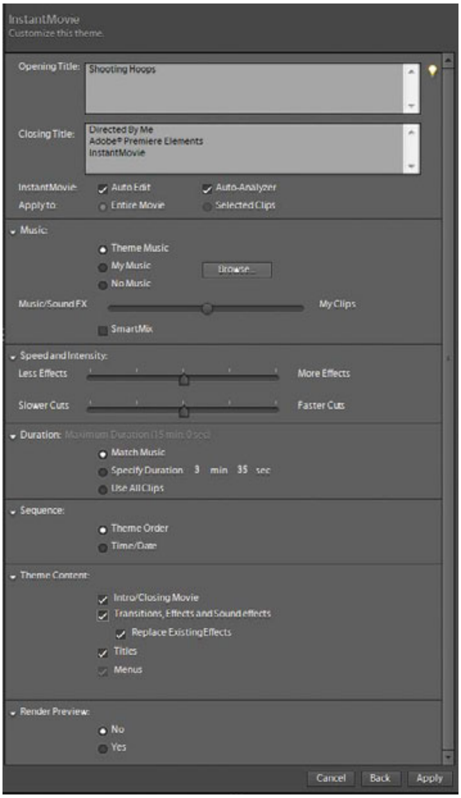
Autumn Leaves. Steep your video in the feeling of fall, with frames of autumn leaves and graphics like droplets on a pond. The almost wistful music would go perfectly with memories of an end of summer vacation or the last days before the kids go back to school.

5 Customize the Theme as desired. Accept the options as is, *or do any or all of the following*:

- Customize the Opening and Closing Titles.
- Select the Auto Edit check box to have Premiere Elements analyze your clips and edit them to fit the selected theme, which is recommended. If you don't select Auto Edit, Premiere Elements uses the clips as is and doesn't edit them. Also choose whether or not to Apply the Auto-Analyzer to clips that you haven't previously analyzed.
- In the Music box, choose the Theme Music radio button to use the background music from the selected Theme, or choose the No Music radio button. To use your own background music, click the My Music radio button, and then click the Browse button to choose the target song. Then drag the Music/Sound FX slider to the desired setting, dragging to the right

to prioritize audio captured with the video clips and to the left to prioritize the selected background music. If you have dialog in your project (which these clips don't), select the SmartMix check box and Premiere Elements will reduce the volume of the music track when it detects dialog.

- In the Speed and Intensity dialog, adjust the Effects and Cuts sliders as desired.
- In the Duration box, choose the desired option. Match Music produces a movie that matches the duration of the selected music and is recommended. Or, you can specify a duration or choose Use All Clips, which uses all clips at their original duration with no background music.
- In the Sequence box, choose Theme Order (recommended), which allows Premiere Elements to use clips as they best match the theme, or choose Time/Date, which uses the clips in the order that they were shot.
- In the Theme Content box, choose the content to incorporate into the InstantMovie and whether to replace any existing content with theme-based content.
- In the Render Preview box, choose Yes to render a preview of the InstantMovie after completion or No to preview in real time from the My Project panel (recommended).



InstantMovie
Customize this theme.

Opening Title: Shooting Hoops

Closing Title:
Directed By Me
Adobe® Premiere Elements
InstantMovie

InstantMovie: ☑ Auto Edit ☑ Auto-Analyzer
Apply to: ○ Entire Movie ○ Selected Clips

Music:
● Theme Music
○ My Music
○ No Music
Music/Sound FX — My Clips
☐ SmartMix

Speed and Intensity:
Less Effects — More Effects
Slower Cuts — Faster Cuts

Duration: Maximum Duration (15 min 0 sec)
● Match Music
○ Specify Duration 3 min 35 sec
○ Use All Clips

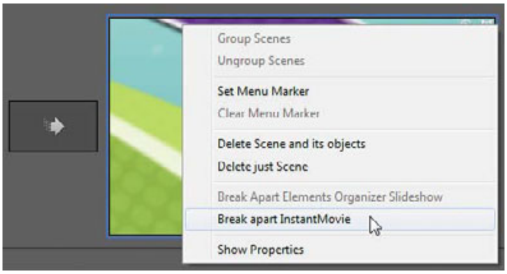
Sequence:
● Theme Order
○ Time/Date

Theme Content:
☑ Intro/Closing Movie
☑ Transitions, Effects and Sound effects
  ☑ Replace Existing Effects
☑ Titles
☑ Menus

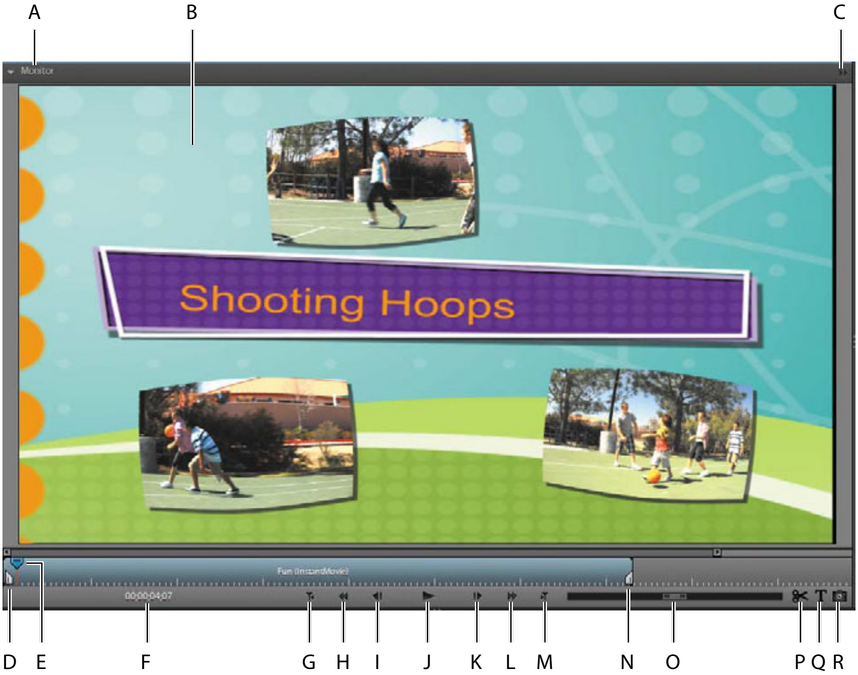
Render Preview:
● No
○ Yes

6 After selecting your options, click Apply to create the InstantMovie. Click No when the InstantMovie dialog opens and asks if you want to select more clips. Click No when Premiere Elements asks if you want to render the movie. Premiere Elements creates the InstantMovie and inserts it into the My Project panel.

7 Premiere Elements adds the InstantMovie to the My Project panel (either Timeline or Sceneline, whichever was selected) in consolidated form. To separate the InstantMovie into its components to edit them, click to select the new InstantMovie, right-click, and choose Break apart InstantMovie.


Group Scenes
Ungroup Scenes
Set Menu Marker
Clear Menu Marker
Delete Scene and its objects
Delete just Scene
Break Apart Elements Organizer Slideshow
Break apart InstantMovie
Show Properties

8 Use the playback controls in the Monitor panel to preview the InstantMovie.


A
B
C
Monitor
Shooting Hoops
Fun (InstantMovie)
00;00;04;07
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R

A. Docking header. **B.** Preview area. **C.** Monitor menu. **D.** In Point handle. **E.** Current Position. **F.** Current time in movie. **G.** Go to Previous Edit Point (Page Up). **H.** Rewind. **I.** Step Back (left). **J.** Play/Pause Toggle (spacebar). **K.** Step Forward (right). **L.** Fast Forward. **M.** Go to Next Edit Point (Page Down) **N.** Out Point handle. **O.** Shuttle. **P.** Split Clip. **Q.** Add Default Text. **R.** Freeze Frame.

Uploading Files to Photoshop.com

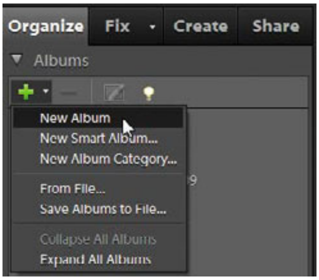
Depending on your membership level in Photoshop.com, you can back up at least 2 gigabytes (GB) of video, audio, and still image files to the site. To upload files, you must first create an album, and then add the video file to that album.

Follow this procedure to back up video files to Photoshop.com.

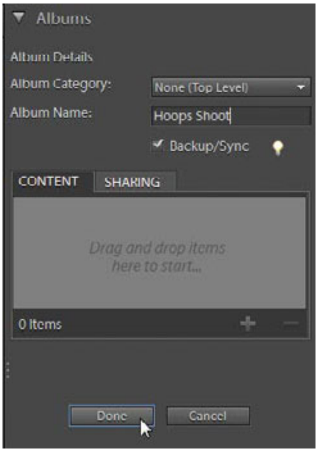
Note: Photoshop.com services are currently available only for Premiere Elements users in the United States.

1 If necessary, click the Organizer icon (Organizer) in the Organize workspace to open the Organizer.

2 Under Albums in the Organize workspace, click the Create New Album or Album Group button and choose New Album. Premiere Elements opens the Create Album panel.

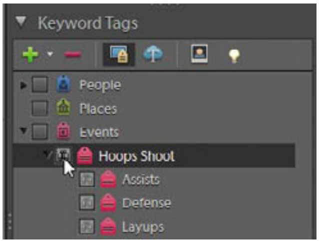

Organize
Fix
Create
Share
Albums
New Album
New Smart Album...
New Album Category...
From File...
Save Albums to File...
Collapse All Albums
Expand All Albums

3 In the Album Name field, type Hoops Shoot, and make sure that the Backup/Sync check box is selected. Then click Done to close the panel.


Album Details
Album Category: None (Top Level)
Album Name: Hoops Shoot
☑ Backup/Sync
Albums
CONTENT
SHARING
Drag and drop items here to start...
0 Items
Done
Cancel

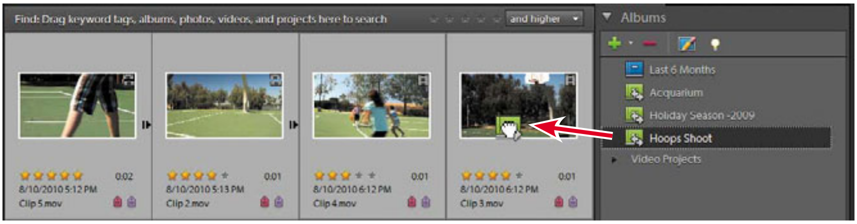
4 Because you also named a subcategory in Events Hoops Shoot, Premiere Elements will open a dialog asking if you want to create an album of that name as well. Click OK to close that dialog. If you're not signed in, you will see a dialog to enter your account info or to register.

5 In the Keyword Tags box, select the check box next to the Hoops Shoot tag. The Organizer will display only those clips previously tagged with the Hoops Shoot tag or a tag from any of the three subcategories.


Keyword Tags
People
Places
Events
Hoops Shoot
Assists
Defense
Layups

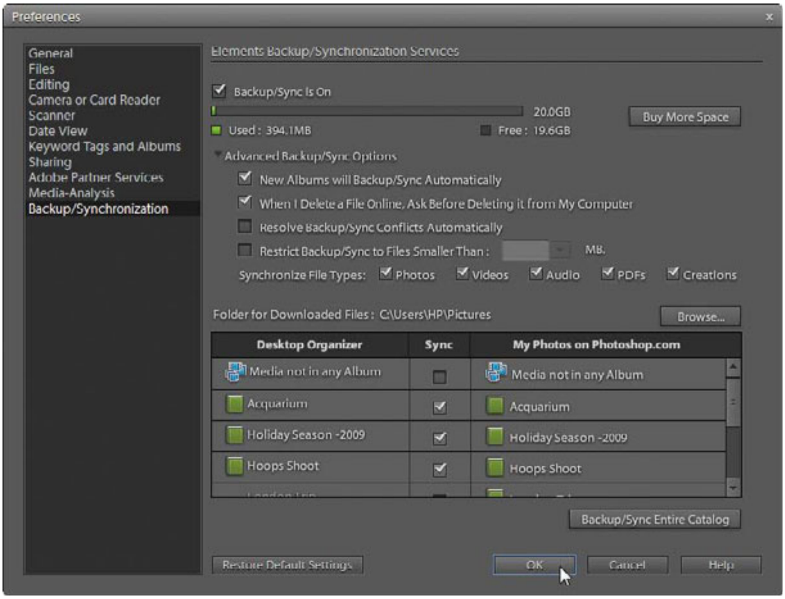
6 Press Ctrl+A/Command+A to select all clips.

7 Drag the Hoops Shoot album tag to any of the selected clips. When you release the pointer, the album tag is applied to all selected clips.


Find: Drag keyword tags, albums, photos, videos, and projects here to search
and higher
0:02
8/10/2010 5:12 PM
Clip 5.mov
0:01
8/10/2010 5:13 PM
Clip 2.mov
0:01
8/10/2010 6:12 PM
Clip 4.mov
0:01
8/10/2010 6:12 PM
Clip 3.mov
Albums
Last 6 Months
Acquarium
Holiday Season -2009
Hoops Shoot
Video Projects

Note: Once you create the album, you may be prompted to log into www.Photoshop.com. If you haven't created an account, you can do so by clicking Join Now on the www.Photoshop.com Home page. If you don't have an account or aren't currently logged in, you'll get an error message in your Preferences panel.

8 In the Organizer menu, choose Edit > Preferences > Backup/Synchronization (Windows)/Adobe Elements 9 Organizer > Preferences > Backup/Synchronization (Mac OS). In this panel, if not already selected, *do the following:*


Preferences
General
Files
Editing
Camera or Card Reader
Scanner
Date View
Keyword Tags and Albums
Sharing
Adobe Partner Services
Media-Analysis
Backup/Synchronization
Buy More Space
Browse...
Backup/Sync Entire Catalog
Restore Default Settings
OK
Cancel
Help

Elements Backup/Synchronization Services

☑ Backup/Sync Is On

20.0GB

Used : 394.1MB   Free : 19.6GB

Advanced Backup/Sync Options

☑ New Albums will Backup/Sync Automatically

☑ When I Delete a File Online, Ask Before Deleting it from My Computer

☐ Resolve Backup/Sync Conflicts Automatically

☐ Restrict Backup/Sync to Files Smaller Than : MB.

Synchronize File Types: ☑ Photos ☑ Videos ☑ Audio ☑ PDFs ☑ Creations

Folder for Downloaded Files : C:\Users\HP\Pictures

Desktop Organizer	Sync	My Photos on Photoshop.com
Media not in any Album	☐	Media not in any Album
Acquarium	☑	Acquarium
Holiday Season -2009	☑	Holiday Season -2009
Hoops Shoot	☑	Hoops Shoot

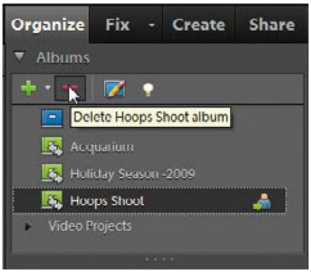
- Select the Backup/Sync is On checkbox.
- Twirl the Advanced Backup/Sync Options to reveal the advanced options. Here's where you can set options like which file types to archive and how to resolve conflicts between your online and desktop albums. Adjust these options as desired.
- Select the Sync check box for Hoops Shoot.

Note: You must be logged into Photoshop.com to view this screen.

9 Click OK to close the Preferences panel.

Note: Synchronizing video files seems like a great idea, but remember that only ten minutes of DV or HDV video will consume the entire 2 GB of starter storage space on Photoshop.com. Keep that in mind when you select the file types to synchronize.

10 Unless you have a burning desire to store random videos of some kids shooting hoops on your Photoshop.com site, under Albums in the Organize Workspace, click the Hoops Shoot album, and then click the Delete Album button (▬). Premiere Elements will delete the album and remove any files from that album previously uploaded to Photoshop.com.



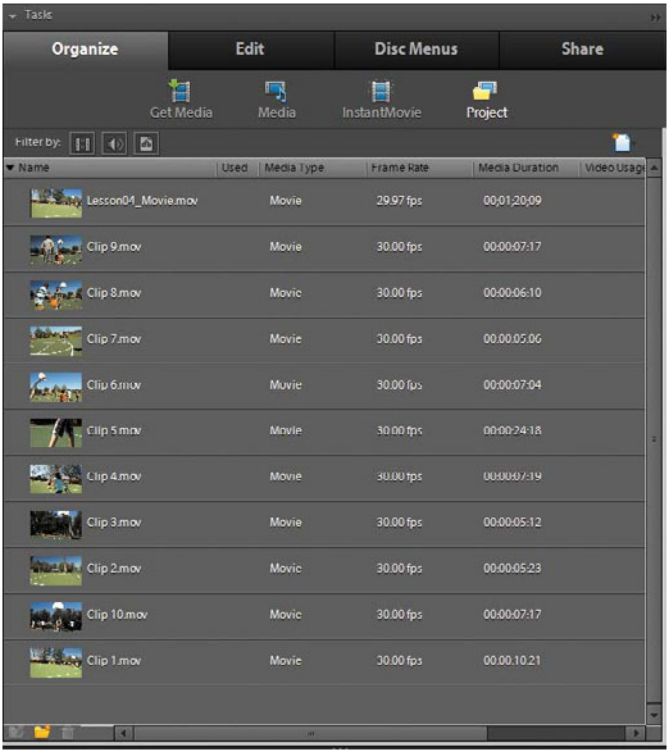
Working with Project View

As discussed previously, Project view is where Premiere Elements stores all clips captured or imported into a project. The filenames in Project view identify the files imported into the project.

Note: By clicking the column headers, you can choose to sort by other attributes or toggle between ascending and descending order. You can customize which columns you want shown in Project view by choosing Edit Columns from the panel menu in the docking header of the Tasks panel.

It's important to note that files listed in Project view are simply references to the clips you import, not the actual clips. The original clips you import are on your hard disk and are untouched by Premiere Elements. Cutting or editing a clip in Premiere Elements does not affect the original file. Premiere Elements records your modifications along with the reference to the original file in Project view. This means that a 20 MB clip takes up 20 MB of space on your hard disk whether you use only a portion of the clip—by trimming away unwanted sections—or whether you use this clip in its full length (or even two or more times) in a project.

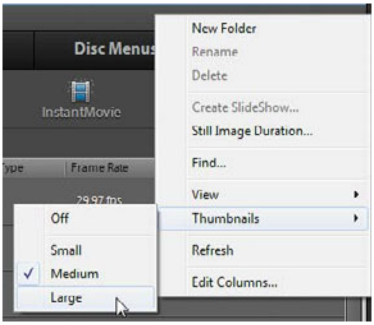
1 To show Project view in Premiere Elements, select the Organize tab and then click Project. Or, choose Window > Project. Project view lists all the source clips imported to your Premiere Elements project. When you capture video or import files, the individual clips are automatically placed in Project view, as shown here.


Tasks
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:

Name	Used	Media Type	Frame Rate	Media Duration	Video Usage
Lesson04_Movie.mov		Movie	29.97 fps	00;01;20;09	
Clip 9.mov		Movie	30.00 fps	00:00:07:17	
Clip 8.mov		Movie	30.00 fps	00:00:06:10	
Clip 7.mov		Movie	30.00 fps	00:00:05:06	
Clip 6.mov		Movie	30.00 fps	00:00:07:04	
Clip 5.mov		Movie	30.00 fps	00:00:24:18	
Clip 4.mov		Movie	30.00 fps	00:00:07:19	
Clip 3.mov		Movie	30.00 fps	00:00:05:12	
Clip 2.mov		Movie	30.00 fps	00:00:05:23	
Clip 10.mov		Movie	30.00 fps	00:00:07:17	
Clip 1.mov		Movie	30.00 fps	00:00:10:21	

2 If necessary, use the scroll bar on the right side of Project view to scroll down toward the bottom of the list.

3 To view the configuration options available for the Project panel, the docking headers must be visible. Choose Window > Show Docking Headers if they aren't. Then click the panel menu (⏩) located at the right end of the Tasks panel docking header to view your options.

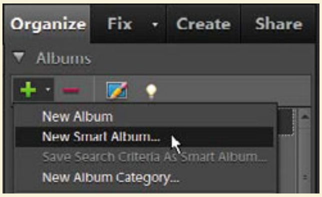

Disc Menus
InstantMovie
Type
Frame Rate
29.97 fps
New Folder
Rename
Delete
Create SlideShow...
Still Image Duration...
Find...
View
Thumbnails
Refresh
Edit Columns...
Off
Small
✓ Medium
Large

Working with Smart Albums

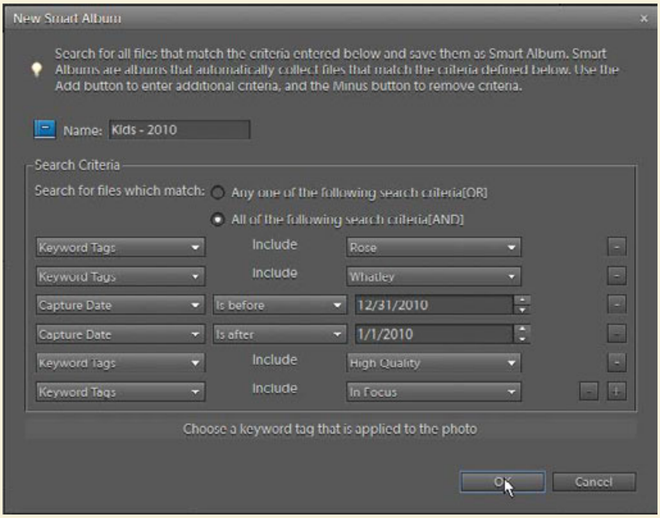
You know the drill. It's holiday time or perhaps birthday time, and you're thinking, man, I've gotta create a year-in-review video or perhaps a new photo collection. If you've been applying tags to your video all year long, you should be able to quickly search for what you want via some combination of tags, Smart Tags, star ratings, and date selection.

Alternatively, using a Smart Album in Premiere Elements, you can see all the relevant content with the click of a button. Simply stated, a Smart Album contains information based on search criteria that you insert when you create the Smart Album.

To create a Smart Album, click the Create New Album or Album Group button and choose New Smart Album. Premiere Elements opens the New Smart Album panel.



In the New Smart Album panel, you can add any number of search criteria, including keyword tags, date tags, and Smart Tags. The New Smart Album will identify all content tagged for either of my two daughters (Rose and Whatley) that was shot during 2010 and is judged High Quality and In Focus by Premiere Elements. When I'm ready to produce that year-end video, all I have to do is click the Kids—2010 Album, and the content will be there waiting for me.



New Smart Album

Search for all files that match the criteria entered below and save them as Smart Album. Smart Albums are albums that automatically collect files that match the criteria defined below. Use the Add button to enter additional criteria, and the Minus button to remove criteria.

Name: Kids - 2010

Search Criteria

Search for files which match: ○ Any one of the following search criteria[OR]

● All of the following search criteria[AND]

Keyword Tags	Include	Rose
Keyword Tags	Include	Whatley
Capture Date	Is before	12/31/2010
Capture Date	Is after	1/1/2010
Keyword Tags	Include	High Quality
Keyword Tags	Include	In Focus

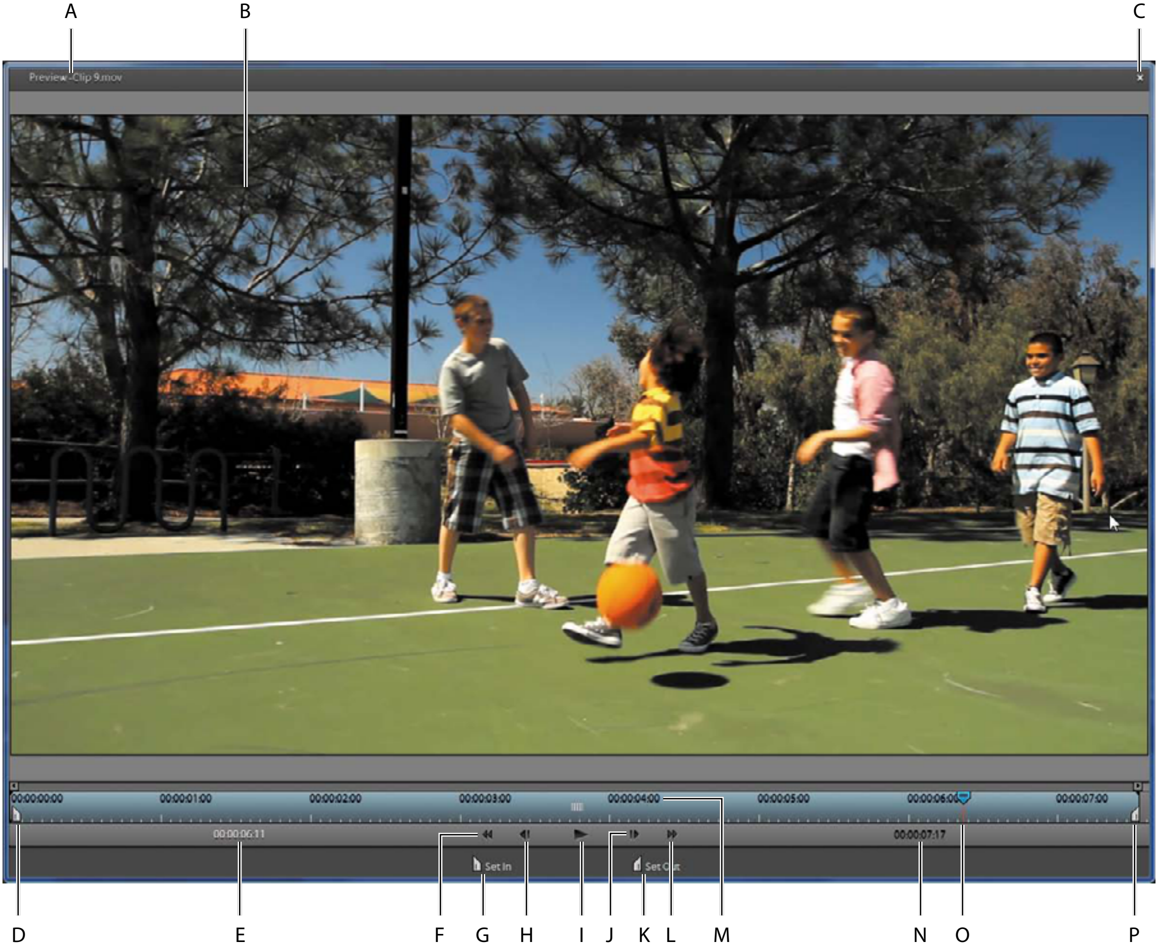
Choose a keyword tag that is applied to the photo

Trimming a Clip in the Preview Window

One of the most important editing tasks is removing unwanted footage from the beginning and end of your clips. Premiere Elements has multiple ways of accomplishing this task, but you can access one of the simplest techniques in Project view.

Note: Trimming a clip in the Preview window does not change the In and Out points of instances of that clip already included in the My Project panel. It only sets the In and Out points for all subsequent instances of that clip placed in the My Project panel.

1 Locate the Clip 9.mov clip in Project view in Premiere Elements. Double-click the clip to open it in the Preview window. Note that the name of the clip is displayed in the title bar of the Preview window.


A
B
C
Preview - Clip 9.mov
00;00;00;00
00;00;01;00
00;00;02;00
00;00;03;00
00;00;04;00
00;00;05;00
00;00;06;00
00;00;07;00
00;00;06;11
00;00;07;17
Set In
Set Out
D
E
F
G
H
I
J
K
L
M
N
O
P

A. Docking header. **B.** Preview area. **C.** Close window. **D.** In Point handle. **E.** Current time in movie. **F.** Set In Point. **G.** Rewind. **H.** Step Back (left). **I.** Play/Pause Toggle (spacebar). **J.** Step Forward (right). **K.** Set Out Point **L.** Fast Forward. **M.** Clip Representation in Mini-Timeline. **N.** Clip duration. **O.** Current-time indicator. **P.** Out point handle.

2 Click the Play button (►) and play this clip from beginning to end. You'll notice some unnecessary frames at the start and end of the clip. You'll trim that out shortly.

The timecode in the lower-left corner of the Preview window displays the timecode of that clip on the original DV tape, whereas the timecode in the lower-right corner shows clip duration. You can navigate through this clip by clicking the timecode in the lower-left corner of the Preview window and then dragging left or right.

Note: When you set In and Out points in the Preview window, they're automatically applied–prospectively–when you drag the clip into the My Project panel, but these In and Out points aren't retroactively applied to clips already in the My Project panel. You'll learn how to trim clips in the My Project panel in the next chapter.

3 Place your pointer over the current-time indicator () in the lower-left corner of the Preview window and drag it to the right until the current time in movie timecode beneath the window reads 00;00;00;24, which is 24 frames in from the start of the clip. Note that you can also use the left and right arrow keys on your keyboard for precise positioning.

4 To set a new In point, click the Set In Point button (Set In). You'll see the In point handle () jump to the current-time indicator. Note that you could have also set the In point simply by clicking and dragging the In point handle to the desired location.

5 Next, trim out the extra celebratory frames at the end of the clip. To set a new Out point, click and drag the Out point handle () to the desired location on the mini-timeline in the Preview window (about 00;00;06;13 as shown in the lower-left corner). Or, position the current-time indicator () at the desired position (00;00;06;13), and then click the Set Out Point button (Set Out).

6 Click the Close button (✖) to close the Preview window.

Review questions

1 What's the difference between Media view and Project view?

2 What's the difference between the Organizer that ships with Premiere Elements and the Organizer that ships with Photoshop Elements?

3 What is Smart Tagging? Are there any situations in which you wouldn't want to apply Smart Tagging?

4 After creating an InstantMovie, how do you break up the movie to edit it further?

5 How do you upload your clips to Photoshop.com?

Review answers

1 Media view contains clips that you've imported into all projects and has multiple tools to help you find your clips. Project view contains only those clips that you've imported into the project.

2 This is a trick question—there is no difference. If you have Premiere Elements and Photoshop Elements installed, both programs can insert content into the same shared database and sort through and retrieve data from that database.

3 When you apply Smart Tagging to a clip, Premiere Elements analyzes the clip to detect scenes based on content, hunts for certain content types like faces, and ranks the quality of your clips. Other than processing time, there's very little downside to applying Smart Tagging. Your video clips will be divided into useful scenes, and you can find high-quality clips much faster than you could manually.

4 Click the clip with your pointer to select it, and then right-click and choose Break apart InstantMovie.

5 To upload clips to Photoshop.com, create an album in the Organizer and drag the new album tag onto the target clips. Then access the Organizer Preferences panel and make sure that that album is synced with Photoshop.com.

5

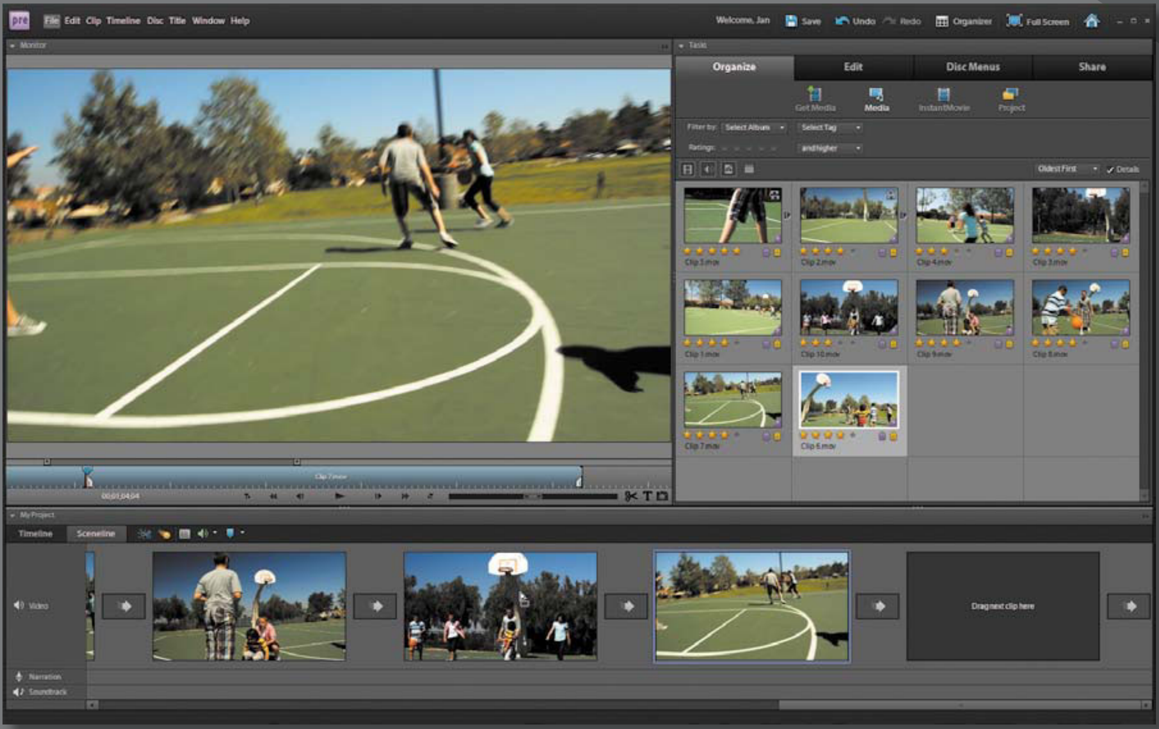
EDITING VIDEO

In Lesson 4, you learned to organize your video in the Organizer and Project views. In this lesson, you'll learn how to take that footage and shape it into a refined final version. You'll apply these basic editing techniques:

- Insert, delete, and rearrange clips in the Sceneline and Timeline
- Trim and split clips
- Use Smart Trim mode to quickly remove lower-quality segments from your videos

Over the course of this lesson, you'll piece together a short video showing some kids playing basketball. You'll be working with video and audio clips provided on the DVD that accompanies this book.

This lesson will take approximately two hours.


pre
File
Edit
Clip
Timeline
Disc
Title
Window
Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Monitor
Tasks
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Select Album
Select Tag
Ratings:
and higher
Oldest First
✓ Details
My Project
Timeline
Sceneline
Video
Narration
Soundtrack
Drag next clip here

Working in the Sceneline.

Getting Started

To begin, you'll launch Adobe Premiere Elements, open the Lesson05 project, and review a final version of the movie you'll be creating.

1. Make sure that you have correctly copied the Lesson04 and 05 folder from the DVD in the back of this book onto your computer's hard disk. For more information, see "Copying the Classroom in a Book Files" in the Getting Started section at the start of this book.

2. Launch Premiere Elements.

3. In the Welcome screen, click the Open Project button, and then click the Open folder.

4. In the Open Project dialog, navigate to the Lesson04 and 05 folder you copied to your hard disk.

5. Within that folder, select the file Lesson05_Start_Win.prel (Windows) or Lesson05_Start_Mac.prel (Mac OS), and then click Open. Make sure that you don't select Lesson04_Start_Win.prel or Lesson04_Start_Mac.prel, which are in the same folder. If a dialog appears asking for the location of rendered files, click the Skip Previews button.

   Your project file opens with the Monitor, Tasks, and My Project panels open.

6. Choose Window > Restore Workspace to ensure that you start the lesson with the default panel layout.

Viewing the Completed Movie Before You Start

To see what you'll be creating in this lesson, you can take a look at the completed movie.

1. In the Organize tab of the Tasks panel, click Project (📁). In Project view, locate the file Lesson05_Movie.mov, and then double-click it to open the video in the Preview window.

2. In the Preview window, click the Play button (▶) to watch the video about some kids shooting hoops, which you will build in this lesson.

3. When you're done, close the Preview window by clicking the Close button (✖) in the upper-right corner of the window.

Preview on a TV Monitor

If you're working with a DV camcorder, you can preview your work on an external monitor. Note that this procedure is optional and won't work with the footage from the lessons in this Classroom in a Book because the video is not from a DV camcorder. If you're interested, check out Preview on a TV monitor in the Premiere Elements 9 Help file.

Working with the Monitor Panel

When you open the project for this lesson, you'll see multiple clips in the My Project panel, in either Timeline or Sceneline view. Regardless of which view you choose, you'll preview your work in the Monitor panel. The Timeline and Sceneline are different panels for arranging clips and applying effects, and can show different views of the project.

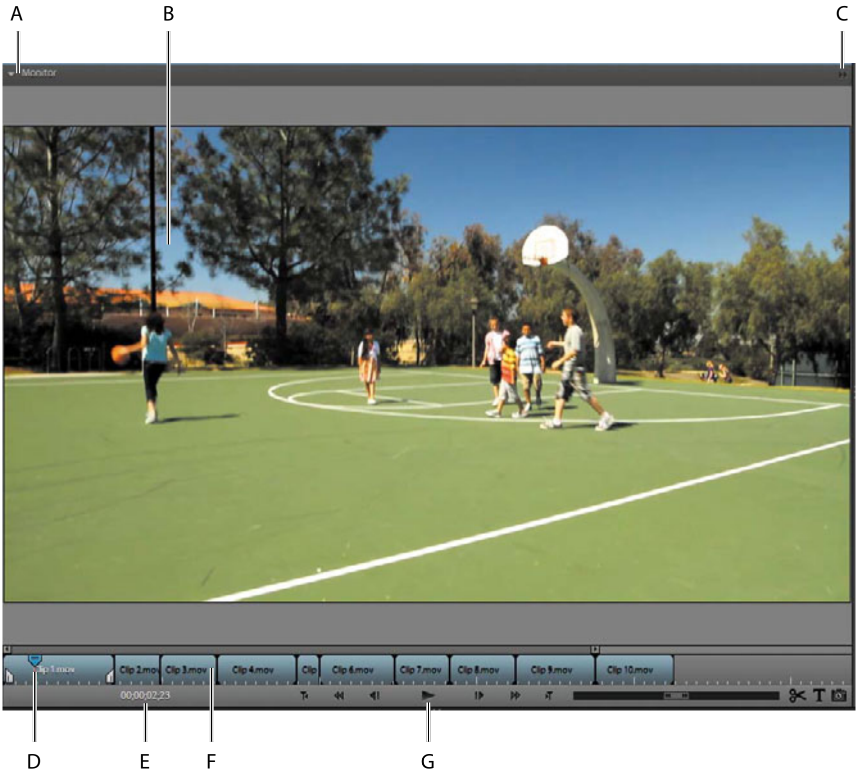
In contrast, the Monitor panel shows one frame of the project, and one frame only. The displayed frame is at the location of the current-time indicator (▼). In the Sceneline, the current-time indicator is in the mini-timeline just below the preview area. In the Timeline, the current-time indicator is positioned directly on the Timeline.

Now let's explore the functions of the Monitor panel, particularly the multiple ways that you can move around the content presented in the My Project panel. This initial presentation will be in Sceneline view, so click the Sceneline button on the top left of the My Project panel to make sure that you're in that view.

1 In the mini-timeline beneath the Monitor panel, select the first clip in the Sceneline, and then click the Play button (►) in the Monitor panel to begin playback. As the movie is playing, notice that the timecode in the lower-left corner of the Monitor panel is advancing. To pause playback, press the spacebar, or once again click the Play button, which becomes the Pause button (II) during playback.

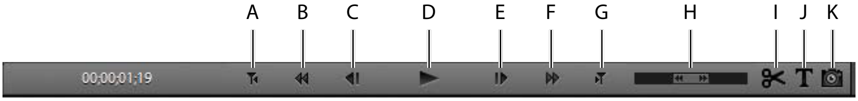
2 You can locate a specific frame in your movie by changing your position in time. Place your pointer over the timecode in the lower-left corner of the Monitor panel, and your Selection tool (↖) will change to a hand with two arrows (☚).

3 Drag the hand with two arrows icon to the right, advancing your video. The pointer will disappear while you're dragging and reappear when you stop. As long as you keep holding down the mouse button you can move backward and forward through the video. This is known as *scrubbing* through your video.


A
B
C
Monitor
Clip 1.mov
Clip 2.mov
Clip 3.mov
Clip 4.mov
Clip
Clip 6.mov
Clip 7.mov
Clip 8.mov
Clip 9.mov
Clip 10.mov
00;00;02;23
D
E
F
G

A. Docking Header. **B.** Preview area. **C.** Panel menu. **D.** Current-time Indicator. **E.** Current Time. **F.** Clip Representation in Mini-Timeline. **G.** Playback controls.

4 The Shuttle control located in the lower-right corner of the Monitor panel lets you navigate through the movie in a similar fashion. To move forward through your video, drag the Shuttle control to the right. The farther to the right you move the Shuttle control, the faster you move through the video. This method is useful for quickly scanning a project for edit points.


A
B
C
D
E
F
G
H
I
J
K
00;00;01;19

A. Go to Previous Edit Point (Page Up). **B.** Rewind. **C.** Step Back (left). **D.** Play/Pause Toggle (Space). **E.** Step Forward (right). **F.** Fast-Forward. **G.** Go to Next Edit Point (Page Down). **H.** Shuttle. **I.** Split Clip (Ctrl+K/Command+K). **J.** Add Default Text. **K.** Freeze Frame.

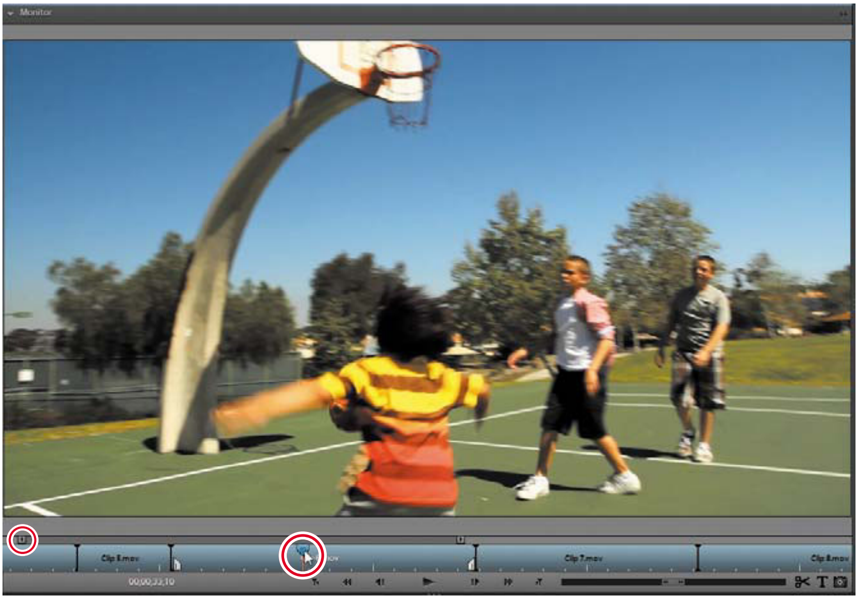
Note: To move to a specific frame in the movie—say, 9 seconds, 15 frames in—type the number 915. This tells Premiere Elements to move to the ninth second and fifteenth frame of the movie.

5 You can move to a specific point in your movie by entering the time in the Timecode control. Click the timecode in the lower-left corner of the Monitor panel, and it will change to an editable text field. Type the number *900* and then press Enter to move to the nine-second point of your project.

6 Click the Step Forward (⏵) button (right arrow key) repeatedly to advance your video one frame at a time. Video is simply a series of frames shown at a rate of approximately 30 frames per second. Using the Step Forward (⏵) or Step Back (⏴) button (left arrow key) enables you to locate moments in time very precisely. You also can use the right and left arrow keys on the keyboard to accomplish the same functions.

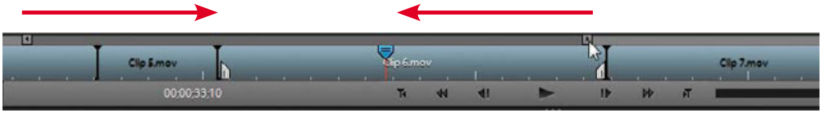
7 Click the Go to Next Edit Point button (⏭) to jump to the first frame of the next clip. Notice in the mini-timeline that the current-time indicator (▼) jumps to the beginning of the next clip representation. Click the Go to Previous Edit Point (⏮) to jump to the previous edit. Or, you can use the Page Up and Page Down keys on your keyboard to accomplish the same functions.

8 Reposition the current-time indicator in the mini-timeline by clicking and dragging it to the left or to the right.

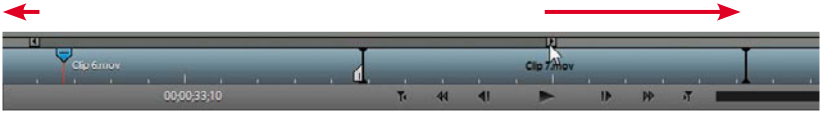


9 The Zoom control, located just above the mini-timeline in the Monitor panel, enables you to zoom in to get a more detailed view of the clips, zoom out to see more of the entire movie in the mini-timeline, or scroll through the mini-timeline to find a clip. To work with the Zoom control, *do any of the following:*

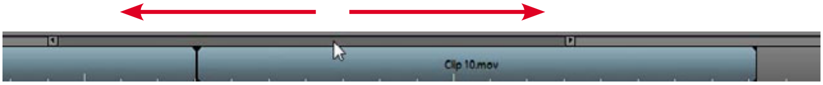
- To zoom in, drag the left Zoom Claw (◀) to the right, or drag the right Zoom Claw to the left.



- To zoom out, drag the left Zoom Claw to the left, or drag the right Zoom Claw to the right.



- Scroll through the mini-timeline by clicking and dragging the gray center bar of the Zoom control.



10 Press the Home key on your keyboard to position the current-time indicator at the beginning of the movie. Press the End key on your keyboard to position the current-time indicator at the end of the movie. This is useful when you want to add content to the existing sections of your movie.

Previewing in Premiere Elements

Premiere Elements attempts to preview all movies at full frame rate and typically can do so when you're simply splitting, trimming, and moving clips around. Once you start to apply the effects discussed in Lesson 6, however, the display rate of the preview may slow down. If this occurs, and you need to render at full frame rate, you can render the entire project by pressing the Enter/Return key on your keyboard, or render a work area using a procedure defined in "Rendering a Work Area" in Lesson 6.

Working with the My Project Panel in the Sceneline

As mentioned, the My Project panel has two views: a Sceneline for basic movie editing and a Timeline for more advanced techniques. You can switch between the two views by clicking either the Sceneline or the Timeline button in the upper-left corner of the My Project panel.

About Timecode

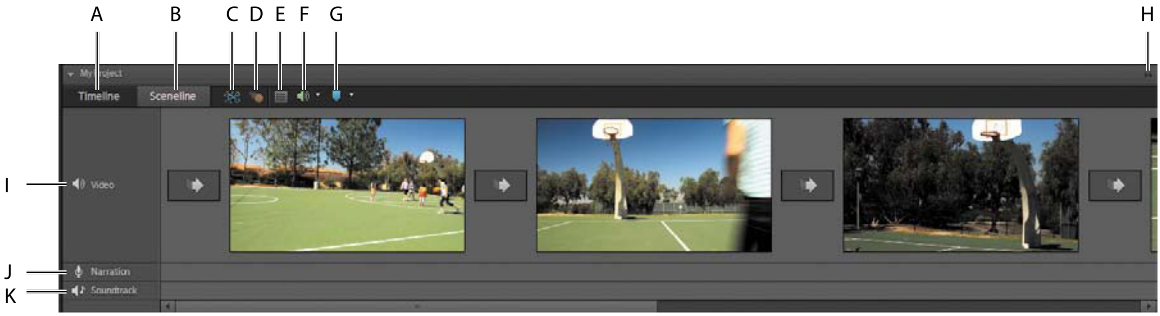
Timecode represents the location of the frames in a video. Cameras record timecode onto the video. The timecode is based on the number of frames per second (fps) that the camera records and the number of frames per second that the video displays upon playback. Digital video has a standard frame rate that is either 29.97 fps for NTSC video (the North American broadcast video standard) or 25 fps for PAL (the European broadcast video standard). Timecode describes location in the format of hours;minutes;seconds;frames. For example, 01;20;15;10 specifies that the displayed frame is located 1 hour, 20 minutes, 15 seconds, and 10 frames into the scene.

—From Premiere Elements Help

Adding Clips in the Sceneline

In the Sceneline, each clip is represented by its first frame. This display makes it easy to arrange clips into coherent sequences without regard for clip length. This technique is referred to as *storyboard-style* editing.

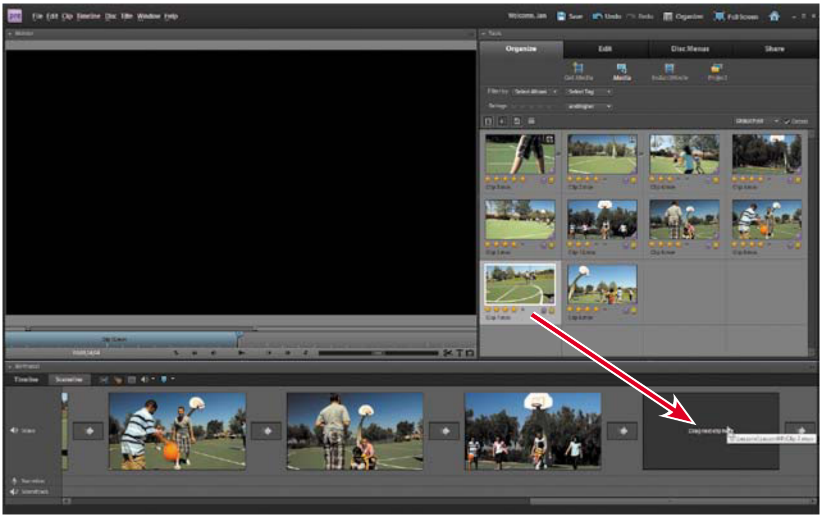
1. If the My Project panel is not already in the Sceneline, click the Sceneline button.



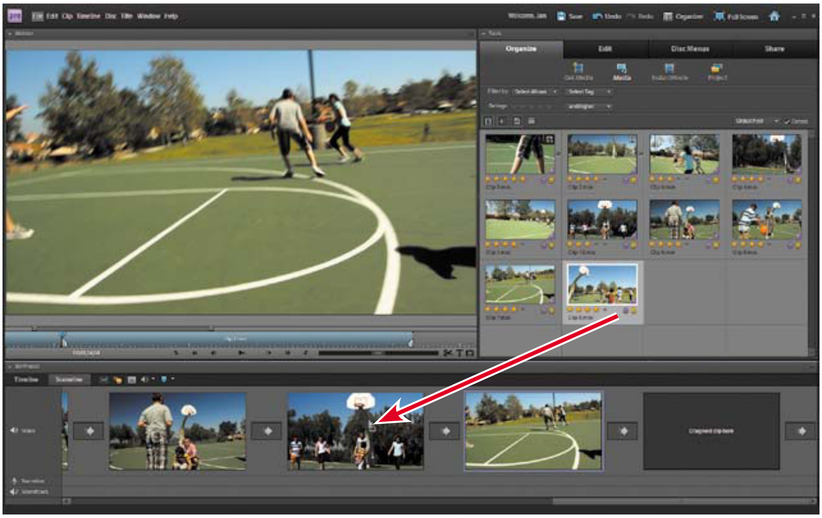
The Sceneline: **A.** Switch to Timeline. **B.** Switch to Sceneline. **C.** Smart Trim mode. **D.** Motion Tracking mode. **E.** Properties. **F.** Audio tools. **G.** Markers. **H.** Panel menu. **I.** Change Track Volume (Scenes). **J.** Change Track Volume (Narration). **K.** Change Track Volume (Soundtrack).

2. To add clips in the Sceneline, do *any of the following*:

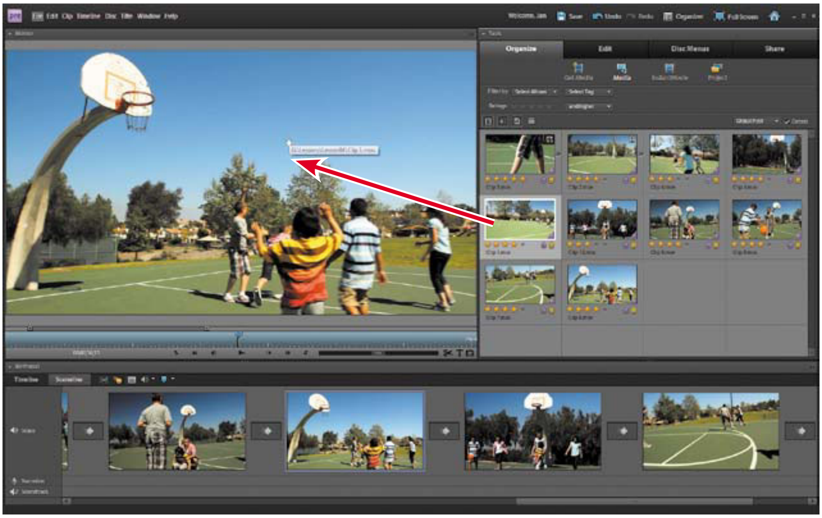
   - **To add a clip at the end of the movie:** Use the scroll bar at the bottom of the My Project panel to scroll to the end of the movie (or press the End key). In Media view, click any clip, and then drag it onto the empty clip target at the end of the movie. If the SmartFix dialog opens and asks if you want to fix quality problems in the clip, click No.


Organize
Edit
Disc Menus
Share

- **To add a clip before another:** In Project view, click a clip, and then drag it onto an existing clip in the Sceneline. If the SmartFix window opens and asks if you want to fix quality problems in the clip, click No. Premiere Elements will insert the new clip before the clip it was dropped onto and will push the clip it was dragged onto and all subsequent clips to the right.


Organize
Edit
Disc Menus
Share

- **To add a clip after another in the Sceneline:** Select the clip after which you want to add the new clip. To do so in Media view, click the clip you want, and then drag it onto the Monitor panel. If the SmartFix window opens and asks if you want to fix quality problems in the clip, click No. Premiere Elements will insert the new clip after the clip currently selected in the Sceneline and will push all subsequent clips to the right.

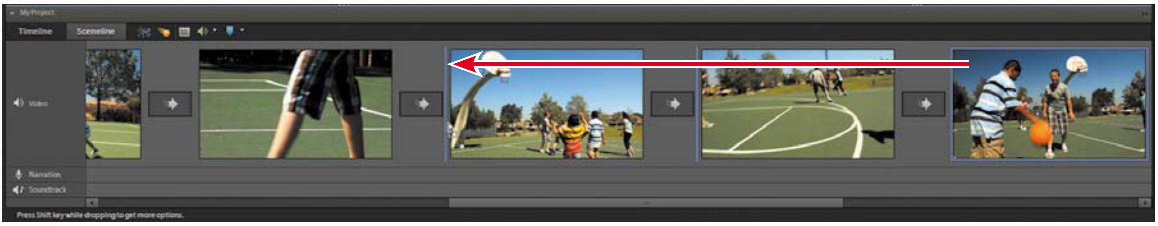

Organize
Edit
Disc Menus
Share
Timeline
Sceneline

3 Choose Edit > Undo three times to remove the clips that you added to the project during this exercise, or just reopen the project.

Moving Clips in the Sceneline

Working in the Sceneline makes it easy to move clips in your movie. Here's how it works.

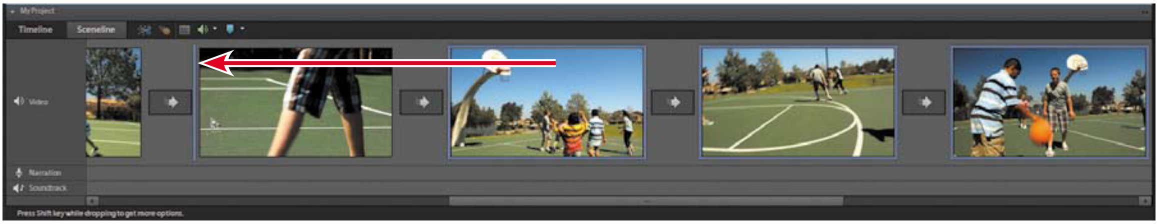
1 To move a clip to a new position in the movie, click the clip in the Sceneline, and then drag it to a position before or after another clip. Release the pointer when a vertical blue line appears at the desired position.


My Project
Timeline
Sceneline
Video
Narration
Soundtrack

Press Shift key while dropping to get more options.

Note: Though not shown in this exercise, a transition following a scene moves with the scene.

2 To move several adjacent clips to a new position in the movie, Ctrl-click/Command-click to select multiple clips in the Sceneline, and then drag them before or after another clip. Release the pointer when a vertical blue line appears at the desired position.


My Project
Timeline
Sceneline
Video
Narration
Soundtrack

Press Shift key while dropping to get more options.

3 Choose Edit > Undo twice to undo the changes you made in this exercise.

Deleting Clips in the Sceneline

You may find, as your project develops, that you want to remove scenes you've imported into the Sceneline.

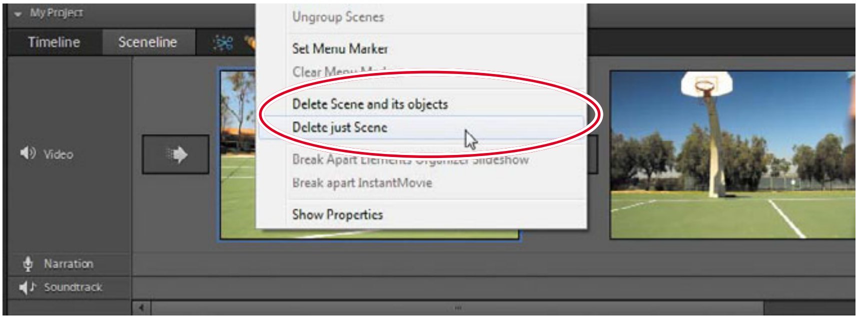
1 To delete a scene, right-click it in the Sceneline, and then choose one of the following from the context menu:

- **Delete Scene and its objects:** This option deletes the scene and any overlays it might have. Overlays are any items included above the scene, like a title, graphic, or a picture-in-picture video. Note that the sample project that you're working with doesn't have any scenes with objects, so choose the next option, Delete just Scene.

Note: When a clip is deleted from the Sceneline, the transition following the clip is also deleted; when a clip is deleted from the Timeline, the preceding and following transitions are deleted.

- **Delete just Scene:** This option deletes the clip but leaves the overlays in place.

The clips following the deleted clip move to the left to close the gap. This is the default behavior when deleting clips in Premiere Elements and is called a *ripple deletion.*


My Project
Timeline
Sceneline
Ungroup Scenes
Set Menu Marker
Clear Menu
Delete Scene and its objects
Delete just Scene
Break Apart Elements Organizer Slideshow
Break apart InstantMovie
Show Properties
Video
Narration
Soundtrack

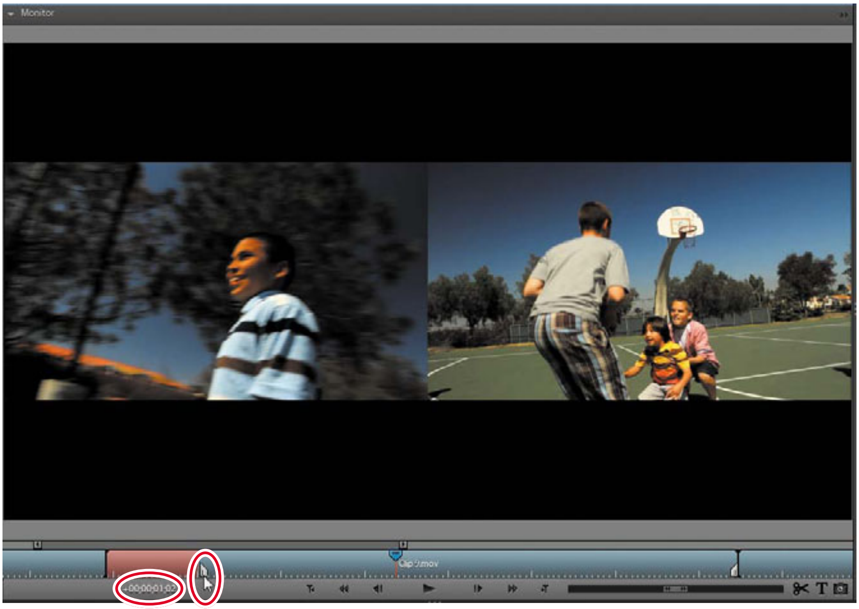
2 Choose Edit > Undo to restore the Scene that you just deleted.

Trimming Clips in the Sceneline

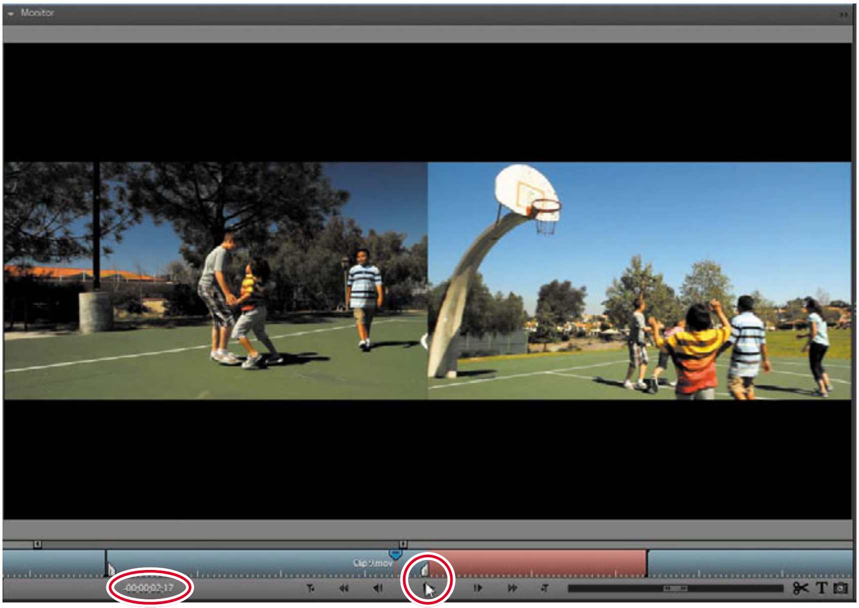
Although deleting unnecessary clips and thoughtfully rearranging the order of clips will make a better video, you will inevitably want to shorten the length of some clips to create a more compelling movie. Here's how you'll accomplish this task.

Every clip has a beginning and an end. In editing terminology these are referred to as the *In points* and *Out points*. Setting In and Out points does not actually delete frames from the hard disk but instead isolates a portion of the clip for use in your movie. When you trim a clip in Premiere Elements, you are simply changing the In and Out points.

1. In the Monitor panel, click Clip 9.mov in the Project Task Area to open the Preview pane. Then press the spacebar to play the clip. You want to trim the first few frames from the start of this clip and the excessive celebration at the end.
2. Watching the timecode in the bottom left of the Monitor panel, drag the In point handle (▙) to the right until you see the 00;00;01;02 mark, which means that you're trimming one second and two frames from the start of the clip. Notice that your Monitor panel has changed to a split screen: On the left, the Monitor displays the final frame of the scene *before* the one that you're trimming, and on the right, the Monitor displays the first frame of the scene that you're trimming. This gives you an ideal view of the transition from the first scene to the second.



3 Watching the timecode in the bottom left of the Monitor panel, click the Out point handle ( ) located on the right side of the current clip representation in the mini-timeline, and then drag it to the left until you see the 00;00;02;17 mark, which means that you're trimming two seconds and 17 frames from the end of the clip. The Monitor panel stays in split-screen view: On the left it displays the final frame of the clip you're trimming, and on the right it displays the initial frame of the *next* clip on the Sceneline.



4 Click Clip 9.mov again in the Sceneline. If necessary, click the Go To Previous Edit Point ( ) button in the playback controls (or press the Page Up key on your keyboard) to move the current-time indicator to the start of the clip, and then press the spacebar to play the clip. Notice that you've trimmed away frames from the start and end of the clip, and have isolated the most usable segment.

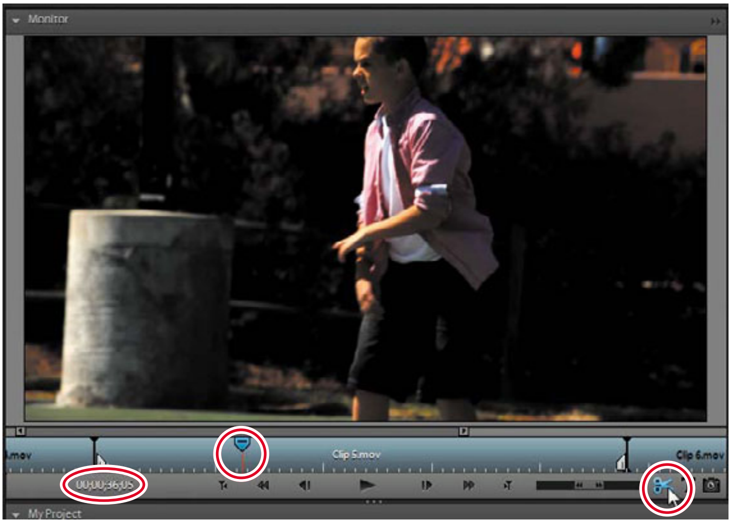
Using the Split Clip Tool in the Sceneline

The Split Clip tool allows you to cut single clips into multiple clips. You can use this tool to split a clip into sections so you can delete one of them, which sometimes is more convenient than trimming. You can also use it to split a long clip into separate clips to edit them individually.

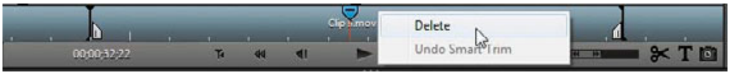
1 Click Clip 5.mov, and then press the spacebar to play the clip. Although the pants up front are certainly stylish, let's get rid of the first few frames so we can start with a more striking visual.

2 In the monitor panel, position the current-time indicator at the 00;00;36;05 mark, which marks the beginning of the section that we want to use after splitting.

3 To split the clip at the position of the current-time indicator, click the Split Clip button (✂) located near the right end of the Monitor panel just below the mini-timeline. You might have to resize the Monitor panel to its full width to see this icon. Or, choose Timeline > Split Clip. Premiere Elements will split the clip into two segments, both named Clip 5.mov.



4 Delete the first clip. Click the first Clip 5.mov clip, right-click the clip representation, and choose Delete.



Note: After you split a clip, Premiere Elements treats each subclip as a completely separate clip, which you can trim or reorder—just as with any other clip.

5 When you're finished reviewing the movie, choose File > Save As.

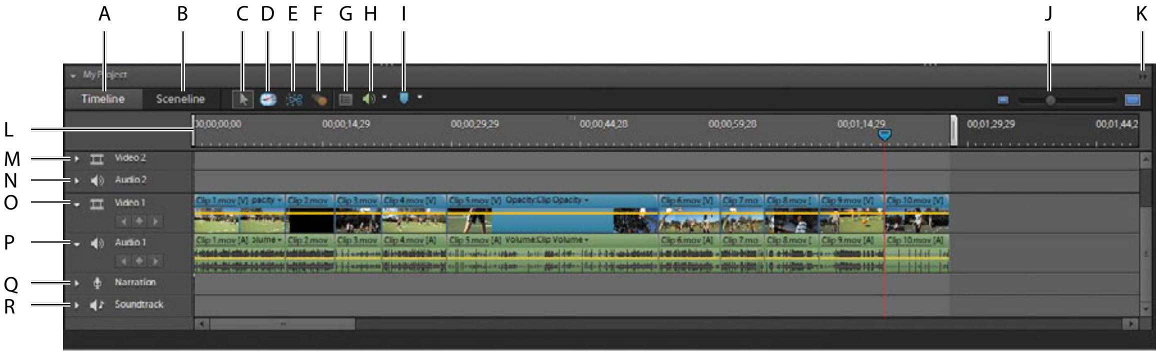
6 In the Save Project dialog, name the file *Lesson05_Win_work (Windows) or Lesson05_Mac_work (Mac)* and save it in your Lesson04 and 05 folder.

Working with the My Project Panel in the Timeline

Although most basic editing tasks can be performed in the Sceneline together with the Monitor panel, you'll use the Timeline for many advanced editing tasks, especially those that involve *layering*, which means having multiple clips in the project at the same location.

The Timeline graphically represents your movie as video and audio clips arranged in vertically stacked tracks. Before beginning to work with the Timeline, follow the instructions at the start of this lesson to load Lesson05_Start_Win.prel (Windows) or Lesson05_Start_Mac (Mac OS).

1 In the My Project panel, click the Timeline button to switch to the Timeline. Depending on your monitor size, you might want to increase the height of the My Project panel to have more space to display additional video and audio tracks.



The Timeline: **A.** Switch to Timeline. **B.** Switch to Sceneline. **C.** Selection tool (V). **D.** Time Stretch tool. **E.** Smart Trim mode. **F.** Motion Tracking mode. **G.** Properties. **H.** Audio tools. **I.** Markers. **J.** Zoom slider. **K.** Panel menu. **L.** Time ruler. **M.** Video track. **N.** Audio track. **O.** Set Video Track Display Style. **P.** Set Audio Track Display Style. **Q.** Narration track. **R.** Soundtrack.

The Timeline displays time horizontally. Clips that fall earlier in time appear to the left, and clips that come later in time appear to the right. Time is indicated by the time ruler near the top of the Timeline.

The Zoom controls in the Timeline let you change the timescale, allowing you to zoom out to see your entire video or zoom in to see time in more detail.

2 Click the Zoom In button (▣) once to zoom into the Timeline. Drag the Zoom slider to the right to zoom in farther.

Zooming in enables you to make precise edits in the Timeline. In doing so, however, you cannot see the entire Timeline at once.

3 To see other parts of your project, drag the scroll bar at the bottom of the Timeline to scroll through the Timeline.

4 Premiere Elements has keyboard shortcuts that enable you to quickly zoom in and out. Press the equals sign (=) to zoom in one step per keystroke; press the minus sign (-) to zoom out one step per keystroke. Press the backslash (\) key to fit the entire video into the Timeline.

Adding and Deleting Tracks

As mentioned previously, the Timeline consists of vertically stacked tracks where you arrange media clips. Tracks let you layer video or audio and add compositing effects, picture-in-picture effects, overlay titles, soundtracks, and more.

You'll perform most of your editing in the Video 1 and the Audio 1 tracks. Directly above these are the Video 2 and Audio 2 tracks. Note that the stacking order of video tracks is important. The Monitor panel displays (and Premiere Elements produces) the tracks from the top down. Accordingly, any opaque areas of the clip in the Video 2 track will cover the view on the clip in the Video 1 track.

Conversely, the clip in the Video 1 track will show through any transparent areas of the clip in the Video 2 track. Below the Video 1 and Audio 1 tracks are two more audio tracks, Narration and Soundtrack. Audio tracks are combined in playback, and their stacking order is not relevant.

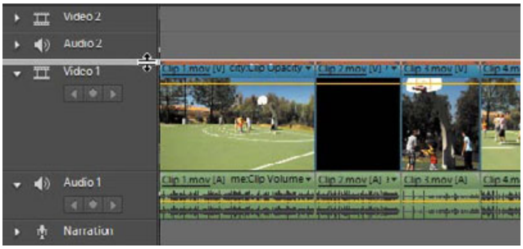
Premiere Elements starts with three open video tracks (Video 1, 2, and 3) and five open audio tracks (Soundtrack; Narration; and Audio 1, 2, and 3), which should be sufficient for most projects. Should you need additional video or audio tracks, you can add them by choosing Timeline > Add Tracks. You can delete any empty tracks by choosing Timeline > Delete Empty Tracks.

Changing the Height of Tracks

You can change the height of each track in the Timeline for better viewing and easier editing of your projects. As a track enlarges, it displays more information. Let's adjust the height of the Video 1 track.

1 If necessary, scroll down in the Timeline to see the Video 1 track.

2 At the left side of the Timeline, place your pointer between the Audio 2 and the Video 1 tracks. Your pointer should change to two parallel lines with two arrows (⇕). Drag up to expand the height of this track.

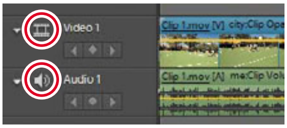


3 Right-click anywhere in the My Project panel, and choose Track Size > Small, Track Size > Medium, or Track Size > Large to change the track size for all tracks in the Timeline at the same time.

Customizing Track Views

You can display clips in the Timeline in different ways, depending on your preference or the task at hand. You can choose to display a thumbnail image at just the beginning of the clip; at the head and tail of the clip; or along the entire duration of the clip, as shown in the previous figure. For an audio track, you can choose to display or hide the audio waveform of the audio contents. Toggle through the various views of the video and audio tracks until you find the one that best suits your eye and working style.

1. By default, Premiere Elements displays all the frames in a video clip. However, at times you may find that you want to work with fewer visual distractions in your clip. Click the Set Display Style button (▭) to the left of the Video 1 track to set the display style to Show Head and Tail. This will show you the first frame and last frame of all the clips in Video 1.



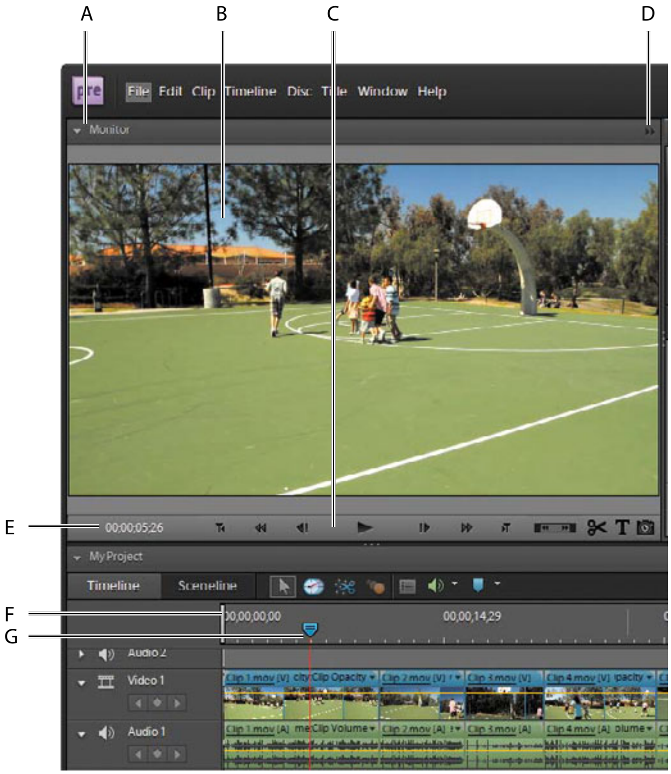
2. Click the Set Display Style button again to view only the head of the clip.
3. Click the Set Display Style button again to view the clip by its name only. No thumbnails will be displayed on the clip.
4. Click the Set Display Style button one more time to view the default style of all the frames.

Editing in the Timeline

Editing in the Timeline is very similar to editing in the Sceneline, although several controls are in different places. Most notably, when you switch to Timeline view, the mini-timeline beneath the Monitor panel moves to the Timeline, as does the current-time indicator. Other than that, all playback controls are identical.

Beyond the interface issues, most of the basic clip-related operations are also identical. For example, you add clips to the Timeline the same way you add them to the Sceneline. You move clips around the same way, and you delete clips the same way. If you repeat the exercises you've already completed in this chapter using the Timeline rather than Sceneline, you'll quickly become adept at all of these operations.

Trimming and splitting clips is also very similar, but because these operations are so critical to everyday editing, let's run through them again in the Timeline.


A
B
C
D
E
F
G
pre
File
Edit
Clip
Timeline
Disc
Title
Window
Help
Monitor
00;00;05;26
My Project
Timeline
Sceneline
00;00;00;00
00;00;14;29
Audio 2
Video 1
Audio 1

A. Docking Header. **B.** Preview area. **C.** Panel menu. **D.** Playback controls.
E. Current Time. **F.** Time ruler. **G.** Current-time Indicator.

Trimming Clips in the Timeline

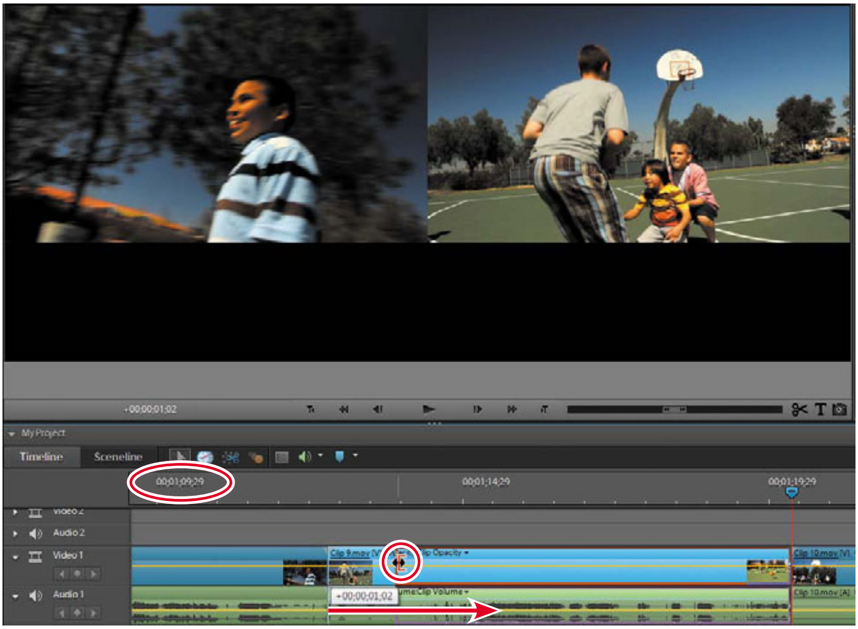
Every clip has a beginning and an end. In editing terminology these are referred to as the *In points* and the *Out points*, as described earlier in this lesson. Setting In and Out points does not actually delete frames from the hard disk but instead isolates a portion of the clip for use in your movie. When you trim a clip in Premiere Elements, you are simply changing the In and Out points.

1 Press the Home key to move the current-time indicator to the first frame of the project.

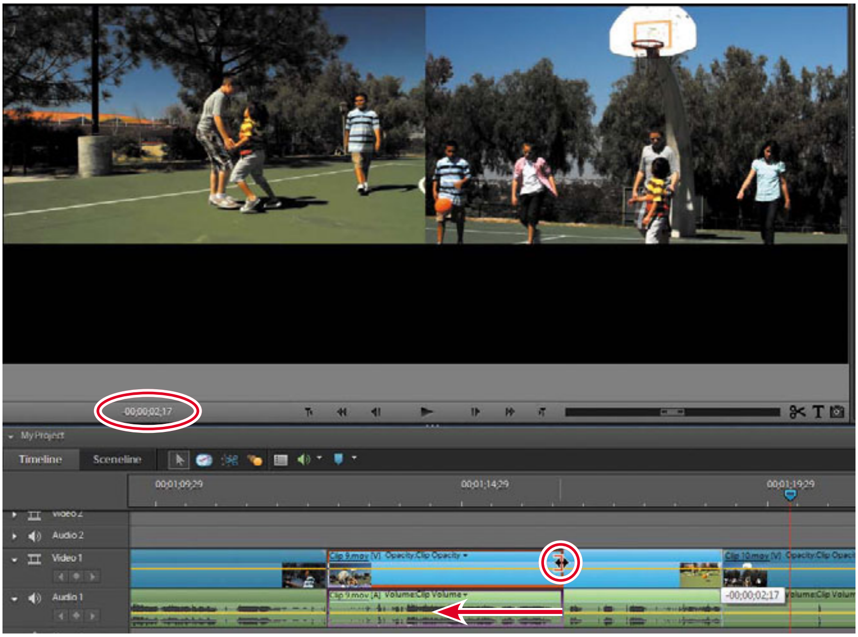
2 Press the Page Down key eight times to move to the start of Clip 9.mov. Let's trim the same frames that we trimmed in the Sceneline a few lessons ago.

3 Click the Zoom In button (▣) at the top of the Timeline to magnify your view, and if necessary, drag the scroll bar on the bottom of the Timeline to center Clip 9.mov in the Timeline. Zooming in and out to make these adjustments will feel awkward at first but will quickly become second nature.

4 Let’s trim away unnecessary frames from the start of the clip. Hover the pointer over the left edge of Clip 9.mov in the Timeline. The pointer changes to a two-headed drag pointer (↔) with the direction depending on the direction of your trim. Watching the current timecode in the bottom left of the Monitor panel, or in the text box that appears beneath the drag pointer, drag the edge of the clip to the right until you see the 00;00;01;02 mark, which means that you’re trimming one second and two frames from the start of the clip. Notice that your Monitor panel has changed to a split screen: On the left, the Monitor displays the final frame of the scene *before* the one that you’re trimming, and on the right, the Monitor displays the first frame of the scene that you’re trimming. This gives you an ideal view of the transition from the first scene to the second.



5 Now let’s trim the unnecessary frames from the end of the clip. Hover the pointer over the right edge of Clip 9.mov in the Timeline. The pointer changes to a two-headed drag pointer (↔). Watching the current timecode in the bottom left of the Monitor panel, or the text box that appears beneath the drag pointer, drag the edge of the clip to the left until you see the 00;00;02;17 mark, which means that you’re trimming two seconds and 17 frames from the end of the clip. The Monitor panel stays in split-screen view: On the left it displays the final frame of the clip you’re trimming, and on the right it displays the initial frame of the *next* clip on the Timeline.


-00;00;02;17
My Project
Timeline
Sceneline
00;01;09;29
00;01;14;29
00;01;19;29
Video 2
Audio 2
Video 1
Audio 1
Clip 9.mov [V] Opacity:Clip Opacity
Clip 10.mov [V] Opacity:Clip Opacity
Clip 9.mov [A] Volume:Clip Volume
-00;00;02;17
Volume:Clip Volume

6 Click the Clip 9.mov clip again in the Timeline. If necessary, click the Go To Previous Edit Point ( ) button in the playback controls (or press the Page Up key on your keyboard) to move the current-time indicator to the start of the clip, and then press the spacebar to play the clip. Notice that you've trimmed away frames from the start and end of the clip, and have isolated the most usable segment.

Using the Split Clip Tool in the Timeline

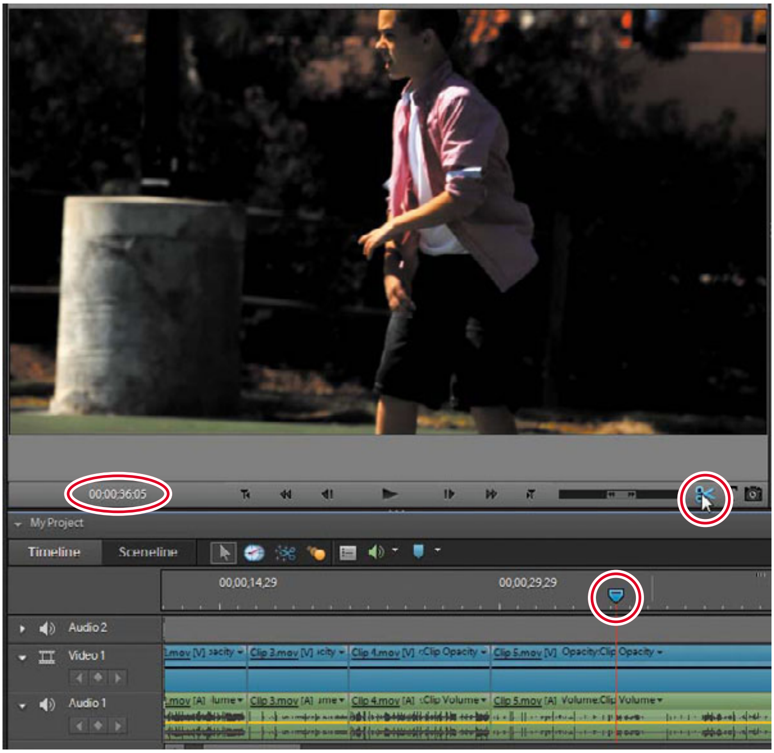
The Split Clip tool allows you to cut single clips into multiple clips. You can use this tool to split a clip into sections so you can delete one of them, an alternative to trimming that you'll perform in this exercise. You can also use it to split a long clip into separate clips to edit them individually, although if you elect to Auto Analyze your clips, Premiere Elements will split most longer clips into separate scenes for you.

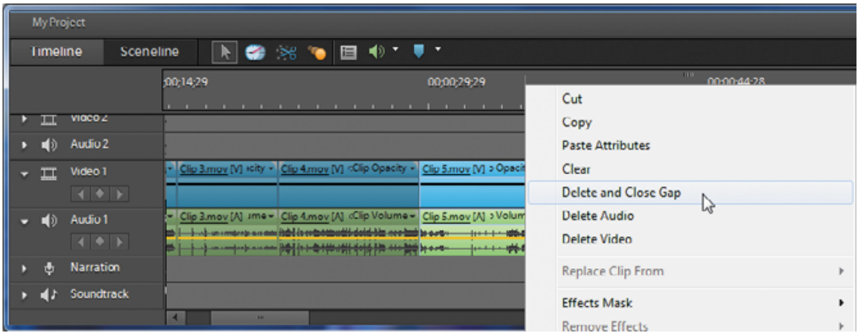
1 Press the Home key, and then press the Page Down key four times, which should take you to the start of Clip 5.mov. Then press the spacebar to play the clip. Although the pants up front are certainly stylish, let's get rid of the first few frames so we can start with a more striking visual.

2 Click the Zoom In button ( ) at the top of the Timeline to magnify your view, and (if necessary) drag the scroll bar on the bottom of the Timeline to center the Clip 5.mov clip in the Timeline.

3 Position the current-time indicator at the 00;00;36;06 mark, which marks the beginning of the section that we want to use after splitting.

4 To split the clip at the position of the current-time indicator, click the Split Clip button (✂) located near the right end of the Monitor panel. You might have to resize the Monitor panel to its full width to see this icon. Or, choose Timeline > Split Clip. Premiere Elements will split the clip into two segments, both named Clip 5.mov.


00;00;36;05
My Project
Timeline
Sceneline
00;00;14;29
00;00;29;29
Audio 2
Video 1
Audio 1
Clip 3.mov [V]
Clip 4.mov [V] Clip Opacity
Clip 5.mov [V] Opacity:Clip Opacity
Clip 3.mov [A]
Clip 4.mov [A] Clip Volume
Clip 5.mov [A] Volume:Clip Volume


My Project
Timeline
Sceneline
00;14;29
00;00;29;29
00;00;44;28
Video 2
Audio 2
Video 1
Audio 1
Narration
Soundtrack
Clip 3.mov [V]
Clip 4.mov [V] Clip Opacity
Clip 5.mov [V] Opacit
Clip 3.mov [A]
Clip 4.mov [A] Clip Volume
Clip 5.mov [A] Volum
Cut
Copy
Paste Attributes
Clear
Delete and Close Gap
Delete Audio
Delete Video
Replace Clip From
Effects Mask
Remove Effects

5 Delete the first clip. Click the Clip 5.mov clip, right-click the clip, and choose Delete and Close Gap.

6 When you're finished reviewing the movie, choose File > Save As.

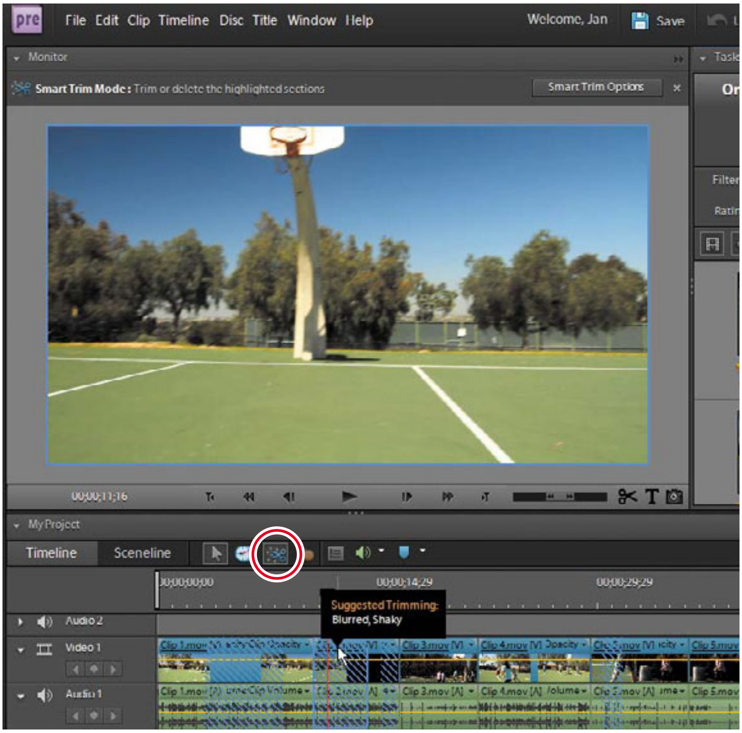
7 In the Save Project dialog, name the file *Lesson05_Win_work1 (Windows) or Lesson05_Mac_work1 (Mac)* and save it in your Lesson04 and 05 folder.

Note: If you've previously saved the file, click Yes and replace the file. After you split a clip, Premiere Elements treats each subclip as a completely separate clip, which you can trim or reorder—just as with any other clip.

Working in Smart Trim Mode

Smart Trim is an editing mode that can help you identify suboptimal regions within your videos so that you can either fix or delete them. Smart Trim relies on information gathered while Premiere Elements analyzes your clips, so you must Auto-Analyze your clips before entering Smart Trim mode. You can operate Smart Trim either automatically or manually, although I recommend that you use Smart Trim manually until you understand how it works.

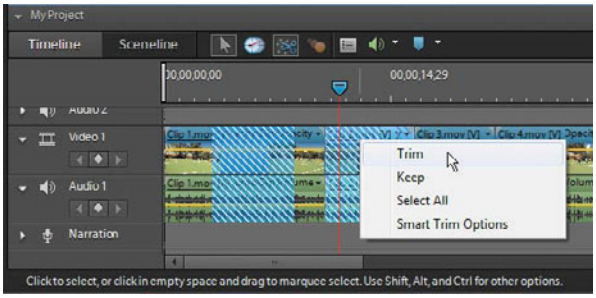
You can work with Smart Trim in either the Timeline or Sceneline; this exercise will demonstrate how it works in Timeline view. If necessary, to make your screen look like the figures in this exercise, click the Timeline button (Timeline) on the top left of the My Project panel to view the Timeline. Then adjust the size and positioning as necessary to place the Trafalgar Square clip in the Video 1 track below the Monitor, as shown in the following figure. Once the clip is positioned, click the Smart Trim icon ( ) atop the My Project panel to enter Smart Trim mode. If you haven't run the Auto-Analyzer, Premiere Elements will run it now.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Monitor
Tasks
Smart Trim Options
00;00;11;16
My Project
Timeline
Sceneline
00;00;00;00
00;00;14;29
00;00;29;29
Audio 2
Video 1
Audio 1

Smart Trim Mode: Trim or delete the highlighted sections

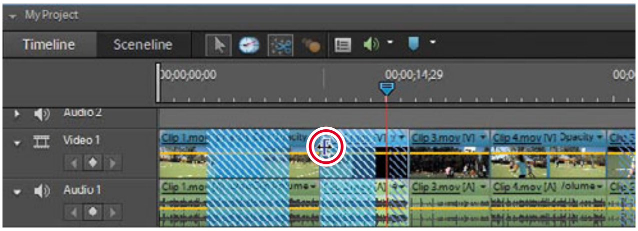
Suggested Trimming: Blurred, Shaky

As you can see in the preceding figure, Smart Trim identifies problem areas via a zebra pattern. If you hover your mouse over the zebra pattern, a tool tip will detail the problems with the clip. You have multiple options regarding any clip, or portion of a clip, that Premiere Elements flags as a problem area.


My Project
Timeline
Sceneline
00;00;00;00
00;00;14;29
Audio 2
Video 1
Audio 1
Narration
Clip 1.mov
Clip 3.mov [V]
Clip 4.mov [V]
Trim
Keep
Select All
Smart Trim Options

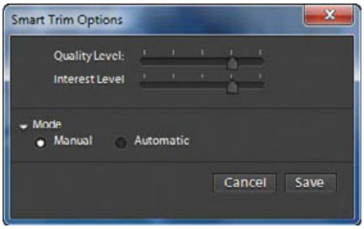
Click to select, or click in empty space and drag to marquee select. Use Shift, Alt, and Ctrl for other options.

You can right-click the clip, and choose Trim, Keep, or Select All. Trim will delete the selected portion; Keep will retain it and turn off the zebra striping; and Select All will select multiple suboptimal regions within the same clip so you can trim or keep them all. In addition to these options, you can trim away any or all of the suboptimal portions of your clip by clicking and dragging an edge to the desired new starting point, just as you would trim any other clip in the Timeline.


My Project
Timeline
Sceneline
00;00;00;00
00;00;14;29
Audio 2
Video 1
Audio 1
Clip 1.mov
Clip 3.mov [V]
Clip 4.mov [V] Opacity
Clip 3.mov [A]
Clip 4.mov [A] Volume

How Smart Trim Works

Another approach to trimming a scene is to choose Smart Trim Options and adjust these options. Let's view the choices available by right-clicking Clip 2.mov (or another clip identified as having problems) and choosing Smart Trim Options.


Smart Trim Options
Quality Level:
Interest Level
Cancel
Save

Mode
● Manual ○ Automatic

As you can see, atop the Smart Trim Options window Premiere Elements uses two variables to identify suboptimal clips: Quality Level and Interest Level. Quality is simple to understand: If a clip is shaky, blurry, has poor contrast or lighting, or has other deficits that mar quality, Premiere Elements identifies the clip in Smart Trim mode as being below the Quality Level threshold, depending on how flawed the clip is and where you positioned the Quality Level slider.

By contrast, Interest Level analyzes qualities such as the amount of motion in a clip, the presence or absence of dialog, and other criteria that tend to identify clips that are interesting to watch. If you shot a picture of a blank wall that was sharp, well lit, and completely stable, the Quality Level would be perfect, but Premiere Elements would flag it as lacking in the Interest Level department. That doesn't do much for those boring conversations with Uncle Harold, so you'll still have to delete those manually.

You can adjust the sliders to set the tolerance levels for either criteria: Moving the slider to the left will increase the threshold for suboptimal clips, so that fewer and fewer clips will be flagged. Moving it to the right reduces the threshold so that more clips will be flagged.

For example, if you examine the clips in your project and find that most clips flagged by Premiere Elements look good to you, move the slider to the left and Premiere Elements will set the threshold higher and flag fewer clips. If clips left unflagged in Smart Trim mode look suboptimal to you for either Quality Level or Interest Level reasons, move the slider to the right.

Operating Modes

Note that there are two operating modes in the Smart Trim Options window: Manual and Automatic. In Manual mode, which is the default, Premiere Elements will display all suboptimal regions via the zebra stripes shown and discussed previously. If you opt for Automatic mode, Premiere Elements will immediately delete all suboptimal regions present on the Timeline. Thereafter, when you drag clips with suboptimal regions to the My Project panel, Premiere Elements will present a dialog asking if it's OK to remove Smart Trim sections.

There's an awful lot of bad video out there, and Smart Trim mode presents a very efficient way to identify it. Unfortunately (or perhaps fortunately, depending on your point of view), given the fixed capacity of the DVD accompanying this book, I was unable to pack a lot of boring and/or problem-filled video on the DVD for Smart Trim mode to identify.

In a real project, however, when you've shot 30–60 minutes of footage and want to quickly isolate the best 3–5 minutes to include in your movie, Smart Trim mode can be a godsend. So check it out on your own projects and see how it works for you.

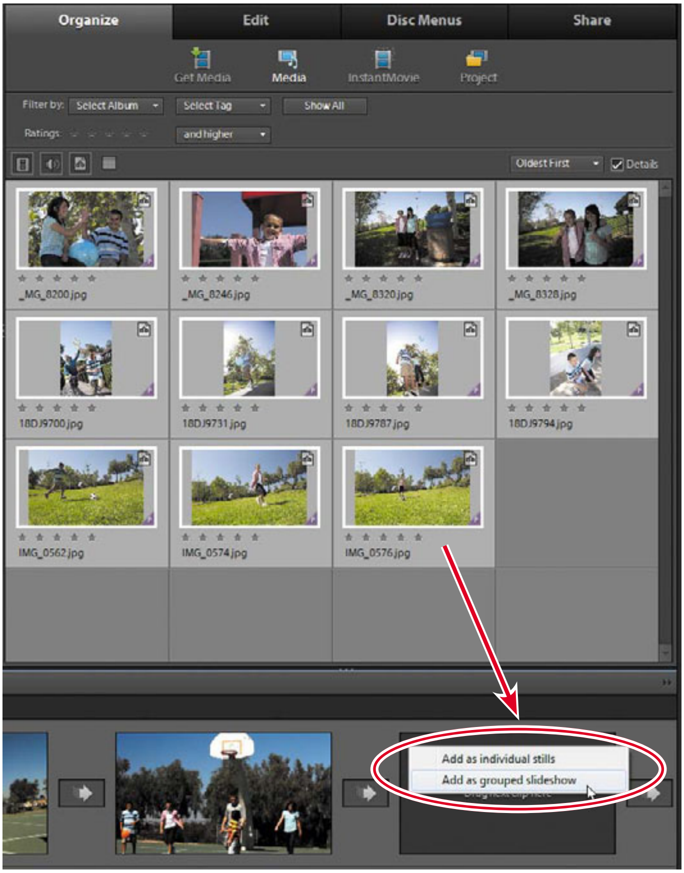
Two final points: First, when Smart Trim flags quality-related problems, you can either delete the offending sections or try to fix them, which we'll attempt to do in Lesson 6. So even if you decide to leave suboptimal clips in the project, Smart Trim helps by identifying sequences you can improve with corrective effects.

Second, to reiterate a comment I made earlier, I recommend that you *not* use Smart Trim in Automatic mode. Lots of "must have" sequences in your movies—such as your son blowing out the candles on his birthday cake or your daughter accepting her diploma—may not meet Premiere Elements' quality thresholds, but you still don't want to delete them. In Automatic mode, you don't get that choice.

Creating a Slide Show

If you're like me, you like to shoot video and still-image shots of your events and travels, and it's fun to combine them into a single movie. Fortunately, Premiere Elements makes this very simple. Although you can add images in both the Sceneline and Timeline views, let's work in the former because it's more visual.

1. On the top left of the My Project panel, click Sceneline (Sceneline) (if necessary) to switch to the Sceneline view.
2. Press the End key on your keyboard to move to the end of the movie.
3. In the Organize workspace, click the Get Media (Get Media) icon, and then click the Files and Folders button (📁). Premiere Elements opens the Add Media panel.

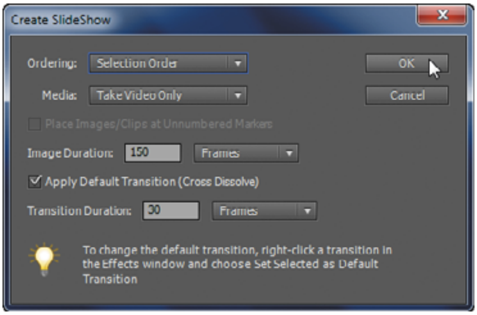

Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Select Album
Select Tag
Show All
Ratings:
and higher
Oldest First
Details
_MG_8200.jpg
_MG_8246.jpg
_MG_8320.jpg
_MG_8328.jpg
18DJ9700.jpg
18DJ9731.jpg
18DJ9787.jpg
18DJ9794.jpg
IMG_0562.jpg
IMG_0574.jpg
IMG_0576.jpg
Add as individual stills
Add as grouped slideshow

4 Navigate to the Lesson04 and 05 folder.

5 Select all JPEG files in the folder.

6 Click Open to import the files.

7 Click the Media icon (Media) to enter Media view.



Ordering: Selection Order

Media: Take Video Only

☐ Place Images/Clips at Unnumbered Markers

Image Duration: 150 Frames

☑ Apply Default Transition (Cross Dissolve)

Transition Duration: 30 Frames

To change the default transition, right-click a transition in the Effects window and choose Set Selected as Default Transition

8 Ctrl-click/Command-click the photos in the order you want them to appear in the slide show (in this project, I'm selecting them in the order that they appear in the Media view). Drag the selected group to the first open scene in the Sceneline, release the mouse button, and choose Add as Grouped Slideshow, which opens the Create SlideShow dialog.

9 In the Create SlideShow dialog, leave all options at their default settings, and click OK. Premiere Elements adds each photo to the project with a duration of 150 frames and a transition between each photo of 30 frames.

10 In the Save Project dialog, name the file *Lesson05_Final* and save it in your Lesson04 and 05 folder.

Wonderful! You've finished another lesson and learned how to cut, trim, split, and arrange your raw video into a cohesive movie. Over the next few chapters, you'll polish it into a fine-tuned production.

Review questions

1 What are the key differences between the Timeline and Sceneline?

2 What is an In point and what is an Out point, and what can you do with each?

3 What are two methods of shortening your video clips?

4 How does Premiere Elements combine video tracks at the same position on the Timeline?

5 What are the two criteria assessed by Premiere Elements in Smart Trim mode?

Review answers

1 Premiere Elements offers two views in the My Project panel: Sceneline and Timeline. The Sceneline shows each clip as a separate thumbnail without regard to duration and doesn't show all available video tracks. The Timeline graphically represents your movie project as video and audio clips arranged in vertically stacked tracks with clip duration represented by the length. There are many common activities that you can perform in both views, including arranging clips, trimming frames from the beginning or end of a clip, splitting and deleting clips, and adding titles and effects. Many producers use both views in the course of a project; for example, adding and sequencing content in the Sceneline, and then switching over to the Timeline to add background music, titles, and other clips. Once you start working with multiple video clips at the same location, the Timeline becomes the superior view.

2 The In point is the first frame of your clip as seen in the Sceneline or Timeline, and the Out point is the last frame. Both the In and Out points can be moved to create a shorter or longer clip.

3 You can shorten your clips by trimming their In points and Out points or by splitting the clip and deleting unwanted portions.

4 Premiere Elements renders the tracks from the top down. Any opaque areas of the clip in the Video 2 track will cover the view on the clip in the Video 1 track. Conversely, the clip in the Video 1 track will show through any transparent areas of the clip in the Video 2 track or if you reduce the Opacity of the clip in the Video 2 track.

5 Quality Level and Interest Level. The former concerns Premiere Elements' assessment of picture and audio quality on a technical level; the latter assesses multiple qualities such as dialog and motion that tend to indicate whether or not a clip is interesting.

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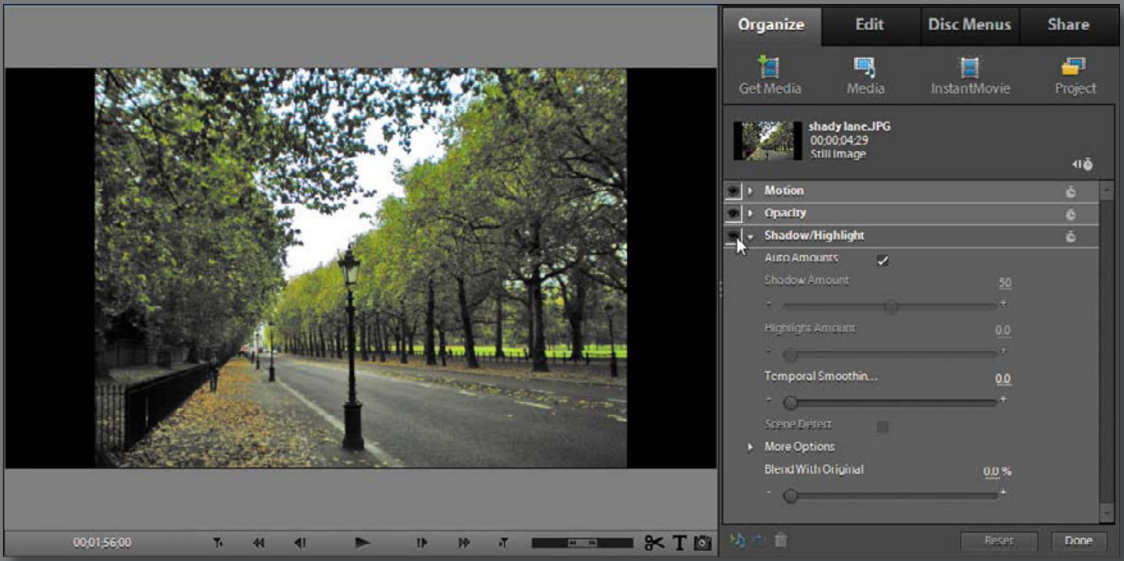
6

WORKING WITH EFFECTS

In this lesson, you'll learn how to apply effects to the basketball clips that you used in previous lessons, and you'll also apply these effects to several new clips. Specifically, you'll learn how to do the following:

- Apply video effects to single and multiple clips
- Change effects and settings
- Copy effects and settings from one clip to another
- Create a pan over a still image with preset effects
- Render your entire project and a work area within a project
- Control visual effects with keyframes
- Create a Picture-in-Picture effect
- Composite one video over another with Videomerge
- Apply Motion Tracking to a clip
- Apply Effect Masking to a clip

This lesson will take approximately two hours.


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Motion
Opacity
Shadow/Highlight
More Options
Reset
Done
00;01;56;00

shady lane.JPG
00;00;04;29
Still Image

Auto Amounts ☑
Shadow Amount 50
Highlight Amount 0.0
Temporal Smoothin... 0.0
Scene Detect ☐
Blend With Original 0.0 %

Using Premiere Element's Shadow/Highlight filter to brighten this dreary lane.

Getting Started

Before you begin the exercises in this lesson, make sure that you have correctly copied the Lesson06 folder from the DVD in the back of this book onto your computer's hard disk. For more information, see "Copying the Classroom in a Book Files" in the "Getting Started" section at the start of this book.

Now you're ready to begin working with the Lesson06 project file.

1. Launch Adobe Premiere Elements.
2. In the Welcome screen, click the Open Project button, and then click the Open folder.
3. In the Open Project dialog, navigate to the Lesson06 folder you copied to your hard disk. Within that folder, select the file Lesson06_Start_Win.prel (Windows) or Lesson06_Start_Mac.prel (Mac OS), and then click Open. If a dialog appears asking for the location of rendered files, click the Skip Previews button.

   Your project file opens with the Monitor, Tasks, and My Project panels open.
4. Choose Window > Restore Workspace to ensure that you start the lesson with the default panel layout.

Viewing the Completed Movie Before You Start

To see what you'll be creating in this lesson, you can play the completed movie.

Note: Premiere Elements offers a large selection of diversified effects. It's a good idea to look up the gallery of video effects in your Premiere Elements Help file, which gives you a quick overview of all those effects actually applied to an image.

1. In the Organize tab of the Tasks panel, click Project (📁).
2. In Project view, locate the file Lesson06_Movie.mov, and then double-click it to open the video into the Preview window.
3. In the Preview window, click the Play button (▶) to watch the video about some kids shooting hoops, which you will refine in this lesson.
4. When you're done, close the Preview window by clicking the Close button (✖) in the upper-right corner of the window.

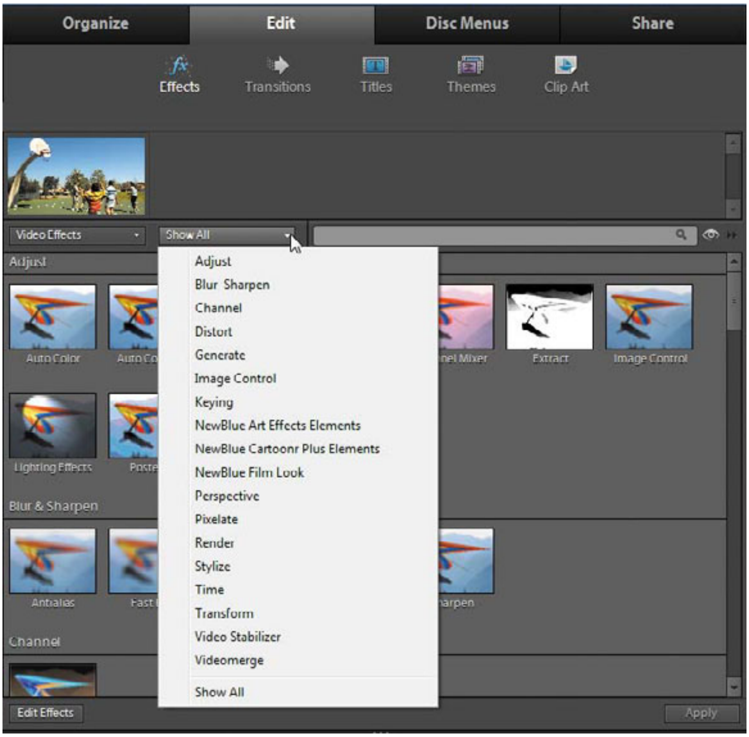
Using Effects

Effects (fx Effects) are located in two places in the Edit tab of the Tasks panel. "Standard" effects are in the Audio Effects folder or the Video Effects folder and are organized by type. For example, all video effects that create a blur are grouped within the Blur & Sharpen folder inside the Video Effects folder. As you'll see, you apply these effects by dragging them onto the target clip and configuring them in the Properties view.

There is also a small group of video and audio effects called "fixed" effects that are applied automatically to each clip in your project. The two video effects are Motion and Opacity, and the audio effects are Volume and Balance. You access these fixed effects by clicking the clip in the My Project panel and then clicking the Properties button (▤).

Fixed effects are there for convenience; they're the effects that you'll use the most when editing your projects. You configure fixed and all other effects exactly the same way—you just have to apply standard effects before configuring them (the fixed effects are already there waiting to be configured).

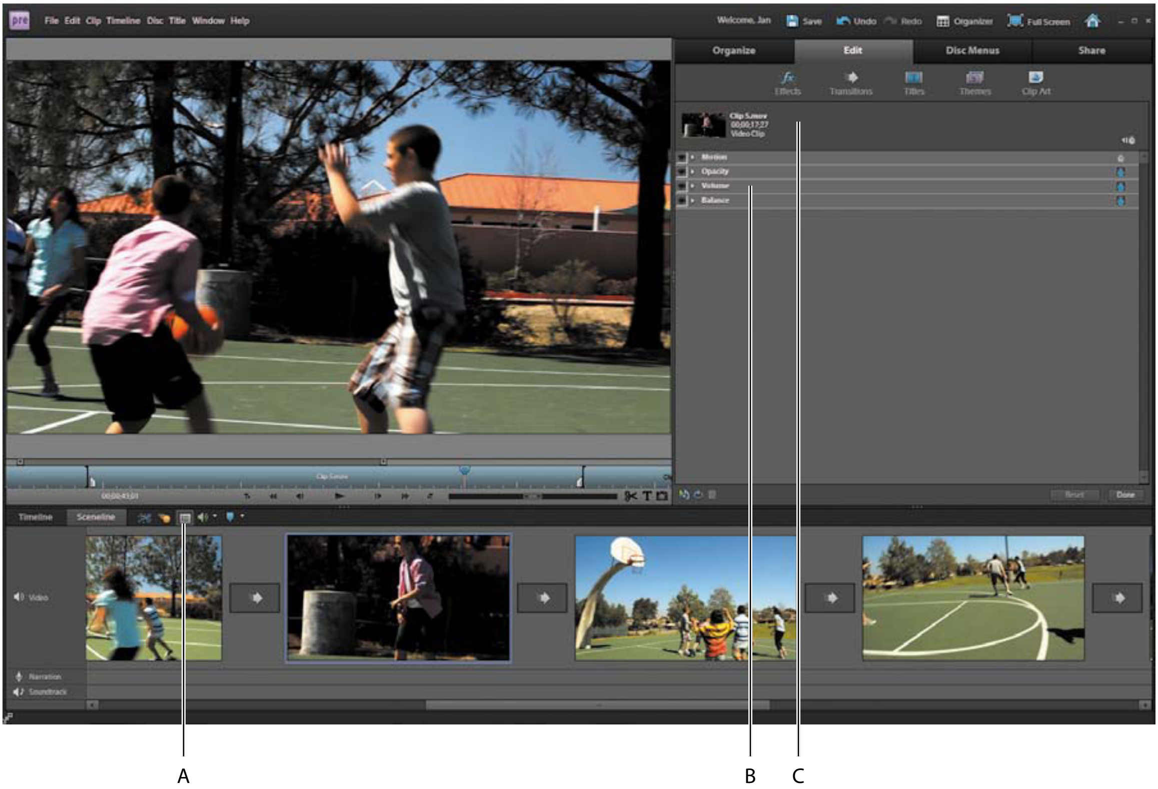
Note: As a first-generation program, Premiere Elements for the Mac doesn't have as many effects as the Windows version, although all effects discussed in this chapter are available in both versions.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Video Effects
Show All
Adjust
Adjust
Blur Sharpen
Channel
Distort
Generate
Image Control
Keying
NewBlue Art Effects Elements
NewBlue Cartoonr Plus Elements
NewBlue Film Look
Perspective
Pixelate
Render
Stylize
Time
Transform
Video Stabilizer
Videomerge
Show All
Auto Color
Auto Co
nel Mixer
Extract
Image Control
Lighting Effects
Poste
Blur & Sharpen
Antialias
Fast
arpen
Channel
Edit Effects
Apply

Beyond the fixed and standard effects designation, it's helpful to think about effects in the following categories:

- **Curative effects:** Curative effects correct problems in your video footage, including footage that's too bright or too dark, backlighted video, video that's too shaky because it was shot without a tripod, and even video that's a bit blurry. You can find curative effects in the Adjust folder (Auto Color, Auto Contrast, Auto Levels, Image Control, and Shadow/Highlight), Blur Sharpen folder (Sharpen), Image Control folder (Black & White, Color Balance HLS, Color Balance RGB, Gamma Correction, Tint), and Video Stabilizer folder (Stabilizer).
- **Overlay effects:** Overlay effects allow you to composite one image over another. You can find overlay effects in the Keying and Videomerge folders.

- **Artistic effects:** Most other effects are artistic effects that let you create a different look or feel from the original clip. These artistic effects can be quite powerful, like the Cartoonr Plus effect in the NewBlue Cartoonr Plus Elements folder that converts your videos to cartoons, and the Old Film effect in the NewBlue Film Look folder that can make your video look like old film by adding details like scratches and graininess. Other artistic effects let you add lightning to a clip (Lightning effect in the Render folder), add earthquake-like effects (Earthquake effect in the NewBlue Art Effects Elements folder), place a spotlight on a subject (Lighting effects in the Adjust folder), and apply many other looks and characteristics.
- **Speed controls:** You can speed up, slow down, or reverse your clips in the Timeline of the My Project panel by right-clicking the clip and choosing Time Stretch, or by choosing Clip > Time Stretch in the Premiere Elements menu.
- **Motion effects:** Motion effects allow you to zoom into and around your original video clip or still image, and are used to adjust the framing of a video or create a pan-and-zoom effect. You adjust these parameters using the Motion controls found in the fixed effects that are automatically available for every clip in the My Project panel. Other fixed effects include the following:


File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Clip 5.mov
00;00;17;27
Video Clip
Motion
Opacity
Volume
Balance
Reset
Done
Timeline
Sceneline
Video
Narration
Soundtrack
A
B
C

A. Properties button. **B.** Fixed effects. **C.** Properties view.

- **Image control:** With image control you can control the brightness, contrast, hue, and saturation of clips.
- **Opacity:** The Opacity effect lets you make a clip transparent, and by using keyframes, create fades and dissolves.
- **Volume:** Volume lets you control the volume of audio clips.
- **Balance:** Balance lets you adjust the balance of audio clips.

Once you apply an effect from the Effects panel to a clip, you can also adjust its parameters and set keyframes in the Effects Properties view. All effects that you add to a clip appear in the order in which you add them.

Note: Clicking the Properties (▤) button in the upper left of the My Project panel opens the Edit workspace in Properties view. There you'll find the functions of all fixed effects, which you open by clicking the twirl-down triangles to the left of each effect.

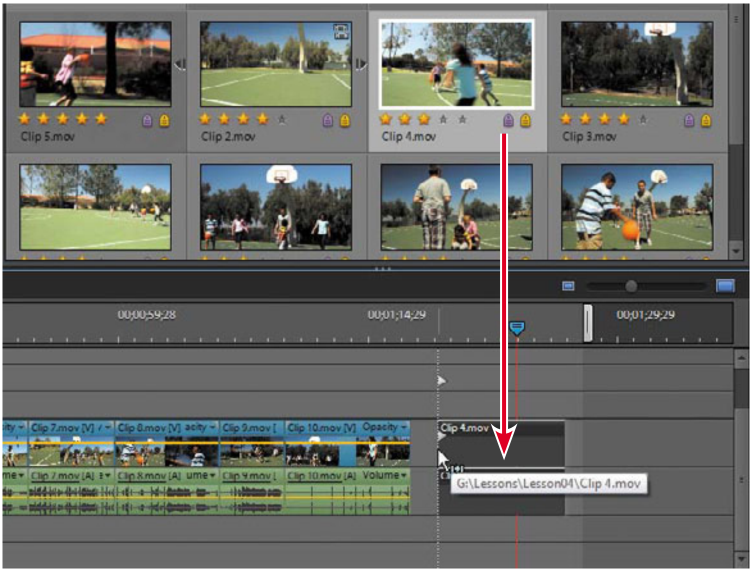
Although you can apply any and all of these effects at any time during the course of a project, the recommended workflow is to apply curative filters first, then adjust speed and motion, and then add other artistic effects. You can add an effect to any clip in the My Project panel and even apply the same effect numerous times to the same clip, but with different settings. By default, when you add an effect to a clip, it applies to the entire clip. If you want to apply an effect to only part of a clip, split it first using the Split Clip icon beneath the Monitor panel, and then apply the effect to the desired clip segment.

Working with SmartFix

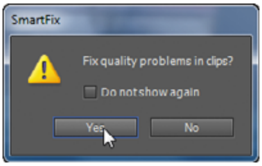
Unless you disable the application of the Auto-Analyzer in the Organizer, at some point Adobe Premiere Elements will analyze your clips, either in the background while you're performing other edits or after capture or import. While analyzing the clips, Premiere Elements looks for problems in the video.

As you saw with Smart Trim in the previous chapter, Premiere Elements uses some of this information to recommend which clips to trim away. In addition, you can instruct the application to use some of this information to fix common problems like shakiness and poor exposure. This is how you do it.

1. If necessary, click the Timeline icon (Timeline) on the top left of the My Project panel. Then press the End key on your keyboard to move to the end of the project.
2. In the Organizer workspace, click the Media icon (Media) to enter Media view.
3. Scroll down until you find Clip 4.mov. If you haven't previously run the Auto-Analyzer, click the clip to select it, right-click and choose Run Auto-Analyzer. Click and drag that clip into the Video 1 track on the Timeline. Premiere Elements opens the SmartFix window.


Clip 5.mov
Clip 2.mov
Clip 4.mov
Clip 3.mov
00;00;59;28
00;01;14;29
00;01;29;29
Clip 7.mov [V]
Clip 8.mov [V]
Clip 9.mov
Clip 10.mov [V] Opacity
Clip 7.mov [A]
Clip 8.mov [A]
Clip 9.mov
Clip 10.mov [A] Volume
Clip 4.mov
G:\Lessons\Lesson04\Clip 4.mov

4 In the SmartFix window, click Yes to fix the quality problem in the clip.



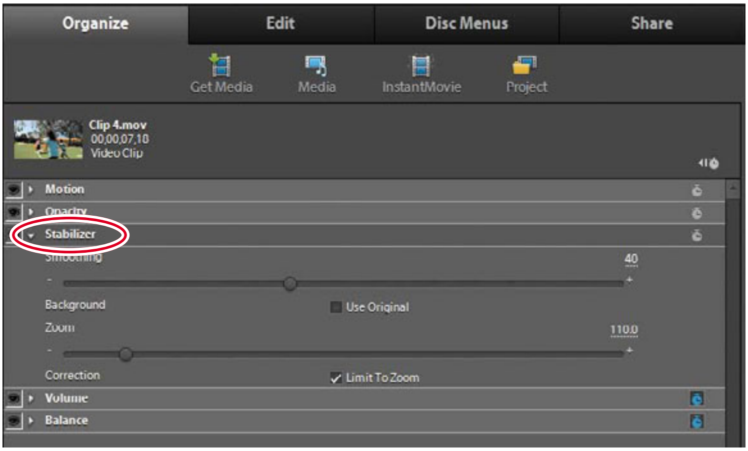
SmartFix

Fix quality problems in clips?

☐ Do not show again

Yes No

5 In the Timeline, click the Clip 4.mov clip to select it, and then click the Properties button (▤) at the top left of the Timeline. This opens the Task panel into Properties view.


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project

Clip 4.mov
00;00;07;10
Video Clip

Motion

Opacity

Stabilizer

Smoothing 40

Background ☐ Use Original

Zoom 110.0

Correction ☑ Limit To Zoom

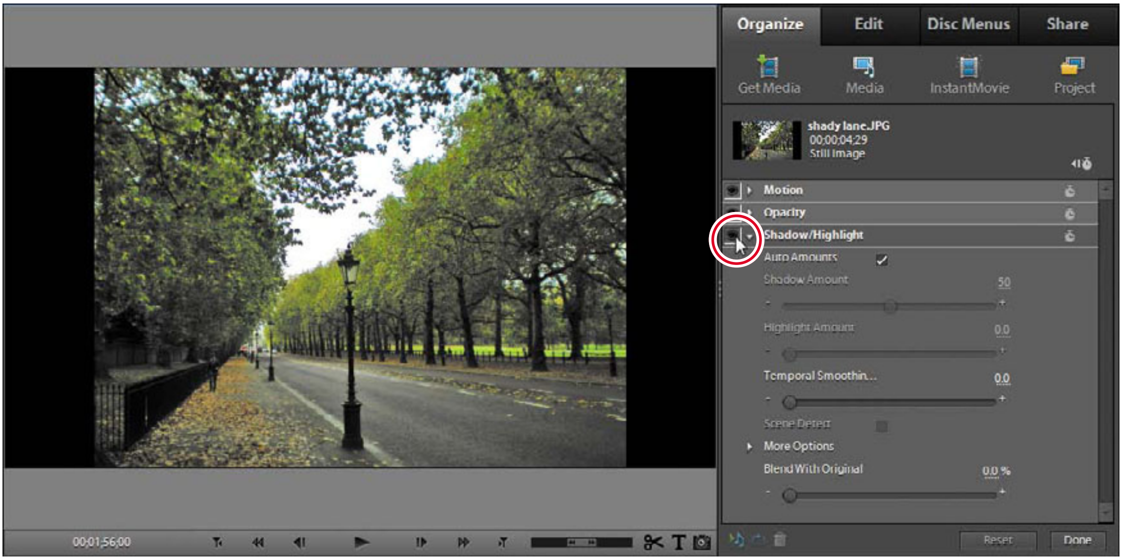
Volume

Balance

In the Properties view, you'll note that Premiere Elements applied the Stabilizer effect to minimize the shakiness in the clip. If the clip was too dark or exposure was poor, Premiere Elements would apply the highly effective Shadow/Highlight effect.

6 Let's load a new still image that shows another automatic correction that Premiere Elements will make. In the Organize workspace, click the Get Media icon ( ) to enter that view, and then click Files and Folders ( ). Navigate to the Lesson06 folder, and find and import the picture Shady Lane.jpg. Click the picture to select it, right-click and choose Run Auto-Analyzer. Then drag it to the Timeline, clicking Yes in the SmartFix window.

7 Click the Properties button to open the Properties view (if necessary). You'll see that Premiere Elements applied the Shadow/Highlight effect to the clip.



shady lane.JPG
00;00;04;29
Still Image

Auto Amounts ☑
Shadow Amount 50
Highlight Amount 0.0
Temporal Smoothin... 0.0
Scene Detect ☐
Blend With Original 0.0 %

If you click the eye icon next to the effect (officially called the "toggle the effect on or off" button), you'll see that the Shadow/Highlight effect does a marvelous job of brightening the shadows without "blowing out" the lighter regions.

Note: If you haven't completed Lesson 4, it's possible that Clip 4.mov is not in your Media view. If not, click Get Media > PC Files and Folders, and locate and input the file in the Lesson06 folder. Then select the file in Media view, right-click, and choose Auto-Analyze.

Note that you can adjust the setting of any effect applied by Premiere Elements or disable or delete it. Unless you have a strong reason not to do so, it's generally a good idea to allow Premiere Elements to apply SmartFix whenever you add your clips to the My Project panel. It's not a panacea, but it's a great start towards improving clip quality.

8 To return to the correct starting point for the rest of the chapter, either delete the two clips you just added to the project or reopen Lesson06_Start_Win.prel (Windows) or Lesson06_Start_Mac.prel (Mac OS) as described in the "Getting Started" section earlier in this chapter.

9 When Premiere Elements asks if you want to save your changes, click No.

Perfecting Your Clips

All projects are unique, and all source clips present their own unique issues. Outdoor projects, like this basketball shoot, are generally fairly simple to perfect. To optimize the video in this shoot, you'll correct backlighting in several clips and pictures, boost the color saturation in another, apply the Stabilizer effects, and reframe a shot using the Motion controls.

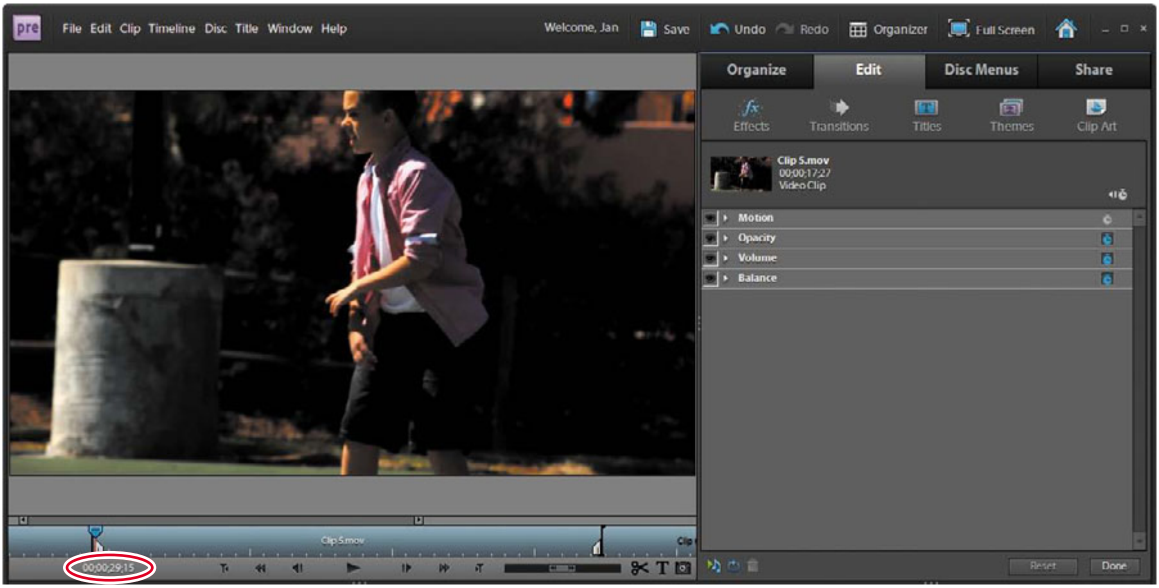
However, indoor shoots typically present a completely different range of problems since lighting is often inadequate and camcorders sometimes have problems producing accurate colors when shooting under fluorescent or incandescent lighting. When your personal projects involve indoor shoots, you should experiment with the Brightness, Contrast, Hue, and Saturation adjustments in the Image Control effect, and the Auto Color, Auto Contrast, Auto Levels, and Shadow/Highlight effects in the Adjust folder. Often, applying the latter three—either individually or in concert—can produce quite remarkable improvements in minimal time and with little effort.

Whether you shot the source videos outside, inside, or both, typically you'll apply the curative effects first, fixing brightness, contrast, and color; then remove the shakes; and then reframe the video to get the best presentation possible. Thereafter you can start to apply artistic effects.

Choosing and Applying Effects

Let's jump in and adjust brightness and contrast using the Image Control effect, which is a standard effect you'll apply from Effects view. You can apply standard effects in either the Sceneline or Timeline; use the view that you feel most comfortable using. Let's adjust Clip 5.mov.

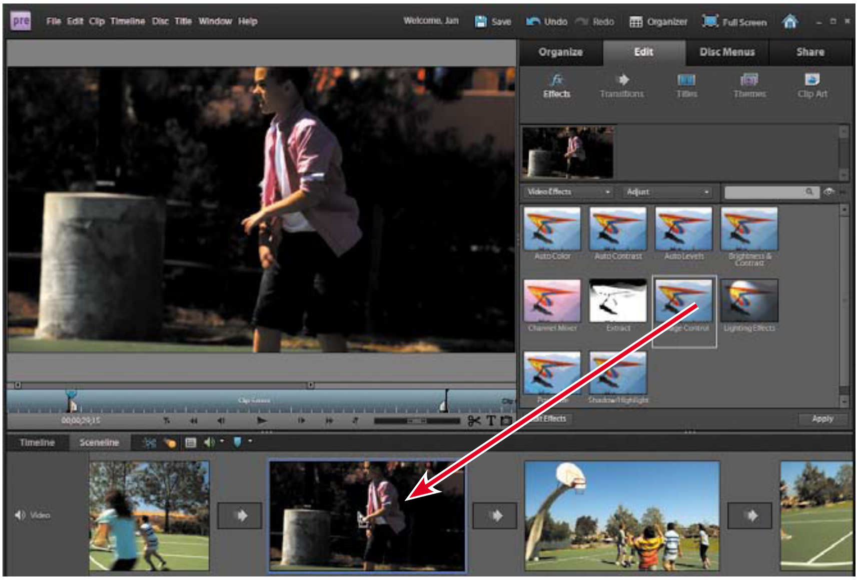
Here's the problem. The clip was shot in the early afternoon with the sun almost directly overhead. Sometimes when shooting in these circumstances, the subjects of the shoot are a little dark. If you drag the current-time indicator to about 00;00;29;15, you'll see what I mean: The exposure is good on the boy's forehead, but the bushes and the rest of the boy's face are too dark. Let's look at a couple of alternatives you can use to fix these problems.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Clip 5.mov
00;00;17;27
Video Clip
Motion
Opacity
Volume
Balance
Clip 5.mov
00;00;29;15
Reset
Done

1 If Clip 5.mov isn't still selected, click to select it. Then select Effects (Get Media) in the Edit tab of the Tasks panel.

2 In the list box next to Video Effects, click and select Adjust.

3 To apply the effect, drag the Image Control effect from Effects view and drop it onto Clip 5.mov. Premiere Elements applies the effect immediately, and you'll actually see the clip darken a bit.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Video Effects
Adjust
Auto Color
Auto Contrast
Auto Levels
Brightness & Contrast
Channel Mixer
Extract
Image Control
Lighting Effects
Shadow/Highlight
Apply
Timeline
Sceneline
Video

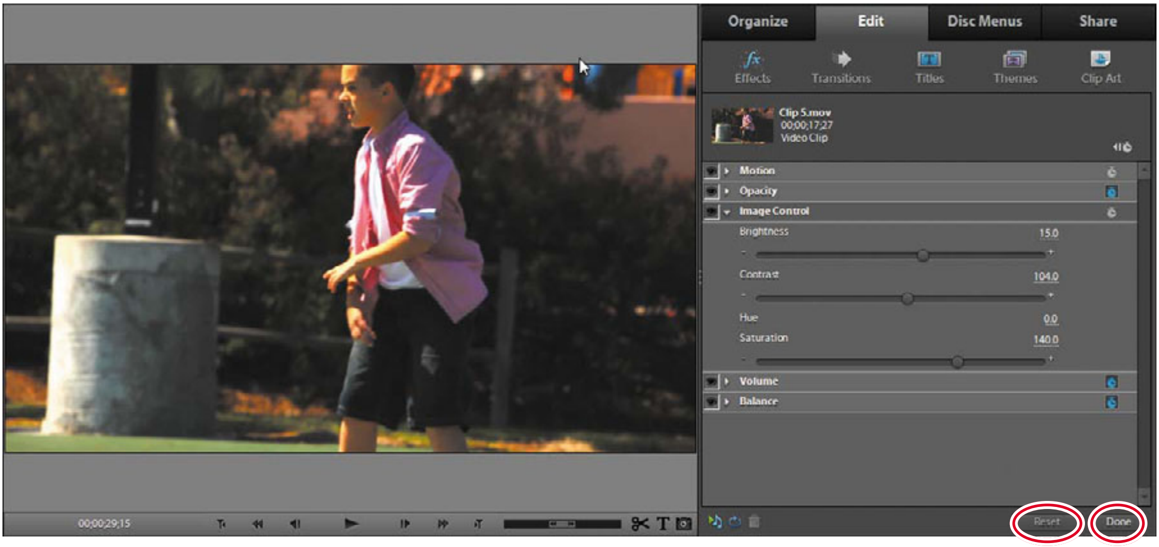
4 Click the Properties button at the upper left of the My Project panel.

5 In Properties view, click the twirl-down triangle to the left of the Image Control effect to open the parameter settings.

6 Drag the Brightness slider to the right until it reaches the value of 15 (or click the numeric entry to make it active, type *15*, and then press Enter).

7 Drag the Contrast slider to the right until it reaches the value of 104 (or click the numeric entry to make it active, type *104*, and then press Enter).

8 Drag the Saturation slider to the right until it reaches the value of 140 (or click the numeric entry to make it active, type *140*, and then press Enter). Note how the adjustment really brings the colors out in the video.



Clip 5.mov
00;00;17;27
Video Clip

Brightness 15.0
Contrast 104.0
Hue 0.0
Saturation 140.0

9 In Properties view, adjacent to the twirl-down triangle, find the eye icon (👁) on the left side of the Image Control effect. As mentioned previously, the eye icon toggles the effect on or off so you can compare the clip with and without the adjustments. Toggle the eye icon on and off a few times. Drag the current-time indicator through the rest of the clip to make sure that the adjustment looks good all over.

10 Click the eye icon again to toggle the effect on. Note that the eye icon isn't simply for preview; if you don't toggle the effect back on, Premiere Elements will ignore the effect when rendering the final movie.

11 If you're satisfied with the results, click Done in the lower right of Properties view to return to the Organize workspace.

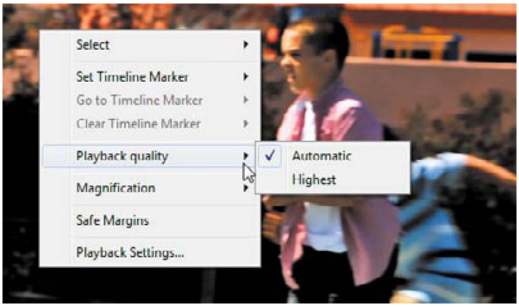
12 To reset the Image Control parameters to their default values, click the Image Control effect to select it, and then click Reset in the lower right of Properties view. This technique works for both fixed and standard effects. Choose Edit > Undo to undo the reset and keep the adjusted values.

13 Choose File > Save As and save your project as *Lesson06_Work.prel.*

Note: You don't have to click Done to "set" the effect; you could have simply clicked another clip and continued to edit. Once you apply and configure an effect, it remains applied until you reset or delete the effect.

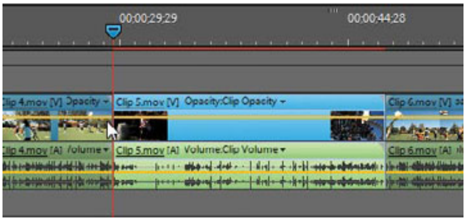
Previewing and Rendering Effects

When you apply an effect to a clip or adjust a standard effect, Premiere Elements will show a very close approximation of the effect when you preview in the Monitor panel. In most instances, this is good enough to allow you to perfect your configuration options and move on to the next edit.


Select
Set Timeline Marker
Go to Timeline Marker
Clear Timeline Marker
Playback quality
Magnification
Safe Margins
Playback Settings...
✓ Automatic
Highest

If the quality isn't sufficient, right-click the frame in the Monitor panel and choose Playback quality > Highest. This tells Premiere Elements to prioritize frame quality over playback speed. As a result, on slower computers, playback may be jerky, but frame quality should be very good. On the other hand, if playback speed isn't sufficient, right-click in the Monitor panel and make sure that Automatic is selected. This tells Premiere Elements to prioritize smoothness over frame quality. With Automatic selected, you might see some blurriness or pixilation in the frame, but playback should be smooth.

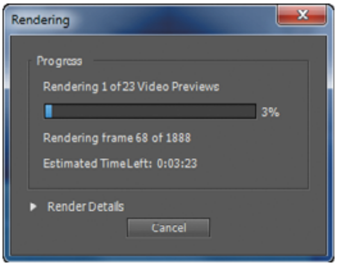
If neither setting gives you the preview quality that you need to finalize the edit, you'll have to render the clip. Start by clicking the Timeline icon (Timeline) at the top left of the My Project panel to enter Timeline view. If you applied the Image Control effect detailed in the previous lesson, you should see a red line above Clip 5.mov in the Timeline. In this instance, the red line tells you that an effect has been applied to the clip that hasn't been rendered.


00;00;29;29
00;00;44;28
Clip 4.mov [V] Opacity
Clip 5.mov [V] Opacity:Clip Opacity
Clip 6.mov [V]
Clip 4.mov [A] Volume
Clip 5.mov [A] Volume:Clip Volume
Clip 6.mov [A]

In general, the red line tells you that some adjustment has been made to the clip that must be rendered before final production. For example, if you apply a title above a clip, you'll see the red line. If you insert a clip into a project that doesn't match the project preset—like the JPEG images inserted into the slide show at the end of the project—you'll see the red line as well. You don't have to render to preview your work; however, rendering will show you exactly how the final video will look.

Note: In Premiere Elements 8, you could elect to render in the background while performing other edits. This function was removed in Premiere Elements 9.

To render the entire project, click Enter/Return. Premiere Elements will open the Rendering dialog, which tells you how many clips need to be rendered and how long it will take. After rendering, Premiere Elements will turn the red bar to green, and start previewing your clip from the beginning.



Rendering

Progress

Rendering 1 of 23 Video Previews

3%

Rendering frame 68 of 1888

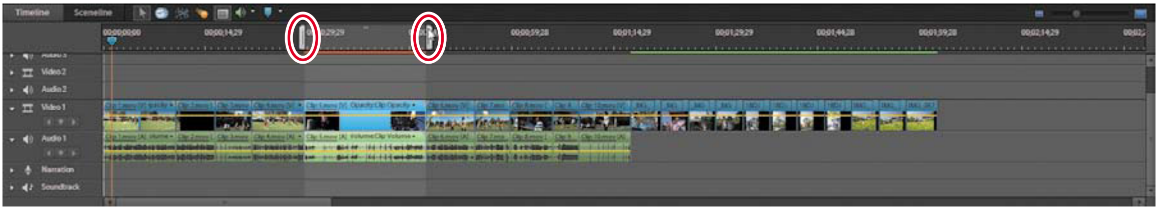
Estimated Time Left: 0:03:23

Rendering a Work Area

In most instances, it's not necessary to render every edit, and sooner or later, you'll have lots of red lines over your Timeline. At some point, you'll apply an effect that you do want to render. If you press Enter/Return to render, you render the *entire* clip, which can be time-consuming. As an alternative, you can simply render the work area that you're interested in.

We don't have to do render a work area with our Image Control adjustment to Clip 5.mov, since that's the only clip that should have a red line, but next you'll learn how to render a work area using Clip 5.mov. To change the green line above the clip back to red, adjust any parameter in the Image Control effect—for example, change the Brightness value to *14*.

1 Press the backslash (\\) key to show the entire project in the Timeline.



2 Drag the left edge of the work area bar to the start of Clip 5.mov.

3 Drag the right edge of the work area bar to the end of Clip 5.mov.

4. Press Enter/Return to render the work area. Premiere Elements will render the work area and start previewing at the start of Clip 5.mov.

Again, you don't need to render each effect to see it in final form; in most instances, the real-time approximation produced by Premiere Elements should suffice. When you need to render, however, often it's more efficient to render a work area.

Note: Sometimes it may not be convenient to zoom out to see the entire clip and the edges of the work area bar. As an alternative to dragging the edges, you can also place the current-time indicator at the start of the work area and press Alt+[(Windows) or Option+[(Mac OS) to set the start of the work area. Then drag the current-time indicator to the end of the work area and press Alt+] (Windows) or Option+] (Mac OS) to set the end of the work area.

Fixing Backlighted Video

The Image Control effect works well with clips that need to be adjusted globally—for example, when the entire clip is too dark or lacks contrast. However, that's not precisely the case with Clip 5.mov where the background area is very well lit; it's just that some faces and other areas in the shadows are too dark. When you brighten the faces, you risk brightening the background, which really doesn't need it.

So let's consider an alternative approach and use the Shadow/Highlight effect, which lets you brighten just the shadows in the clip without adjusting other regions. This effect is perfect for fixing *backlighting*, which often occurs when shooting against a bright background and is characterized by dark faces such as those in Clip 5.mov.

Note: The Shadow/Highlight effect divides each video frame into three regions based on the original brightness of the pixels in the frame, Shadows (darkest regions), Highlights (brightest regions), and Midtones (all other regions). The Shadow and Highlight sliders let you customize the adjustments to these respective regions, but the effect doesn't modify the Midtone values.

1. Click the Properties button in the upper left of the My Project panel, and then click the Edit tab to enter Effects view (if necessary).
2. In the list box next to Video Effects, click and select Adjust.
3. Drag the Shadow/Highlight effect from the Effects view onto Clip 5.mov. If necessary, drag the current-time indicator to 00;00;29;15 to view that frame.
4. Click the Properties button at the top left of the My Project panel or the Edit Effects button at the lower left of the Effects view to open the Effects Properties view.
5. In Properties view, click the eye icon next to the Image Control effect to toggle it off.
6. Click the eye icon next to the Shadow/Highlight effect to toggle it on and off. Note how the effect brightens the darker background without adjusting regions that are properly exposed, such as the left side of the cement light stand.
7. Click the twirl-down triangle to the left of the Shadow/Highlight effect to open the parameter settings.
8. The default parameters may be too conservative for this clip. Let's try to improve the results. To adjust the effect manually, deselect the Auto Amounts check box.
9. To adjust the darker regions, drag the Shadow Amount slider to the right to increase the brightness of pixels in the shadows (including the faces in this clip) and to the left to decrease the brightness. Try to increase brightness as much as you can without fading the video. Try a setting of about 80.

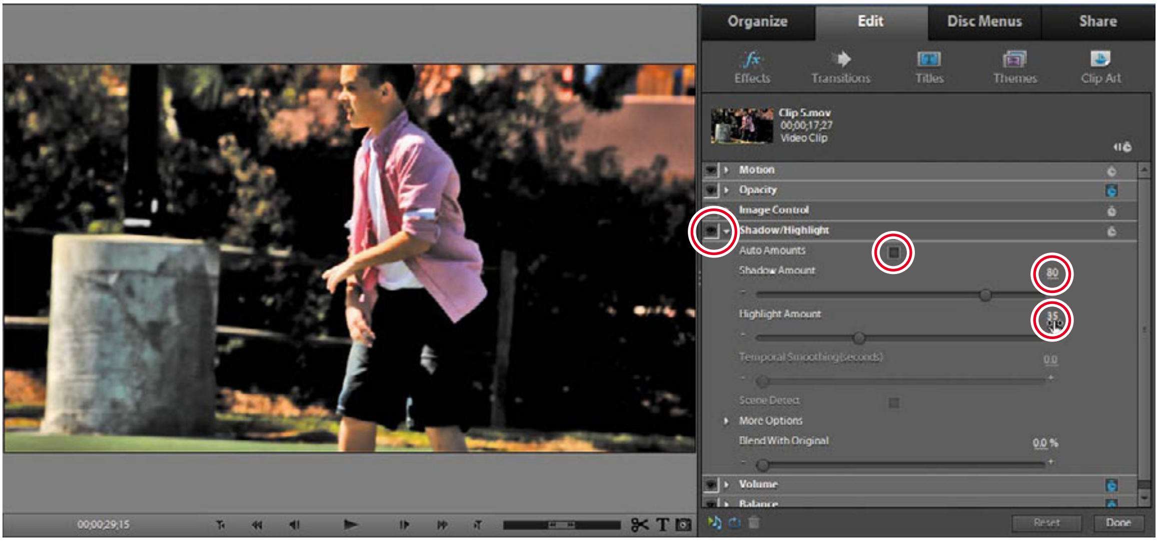
Working with Multiple Clips Simultaneously

The Shadow/Highlight effect is as close to a panacea as I've seen in any video editor. Although none of the photos in the slide show at the end of the movie were dark enough to trigger SmartFix's application of the Shadow/Highlight effect, some could use some brightening.

One great feature in Premiere Elements is the ability to apply any effect—including Shadow/Highlight—to multiple clips. To try this, in Timeline mode, select all photos on the Timeline, and then drag the Shadow/Highlight effect onto any one of them. Premiere Elements applies the effect to all selected clips.

If you change your mind, you can delete the effect from all clips simultaneously as well. Again, just click and select all clips, right-click, and choose Remove Effects > Video Effects. Premiere Elements will remove all effects from all video clips. Give both operations a try—you'll find they are real time-savers.

10 To adjust the brightest regions, drag the Highlight Amount slider to the right to darken the brightness of highlight pixels. Try a setting of about 35. Click the eye icon to the left of the Shadow/Highlight effect to toggle the effect on and off.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Motion
Opacity
Image Control
Shadow/Highlight
More Options
Volume
Balance
00;00;29;15
Reset
Done

Clip 5.mov
00;00;17;27
Video Clip

Auto Amounts ☐
Shadow Amount 80
Highlight Amount 35
Temporal Smoothing(seconds) 0.0
Scene Detect ☐
Blend With Original 0.0 %

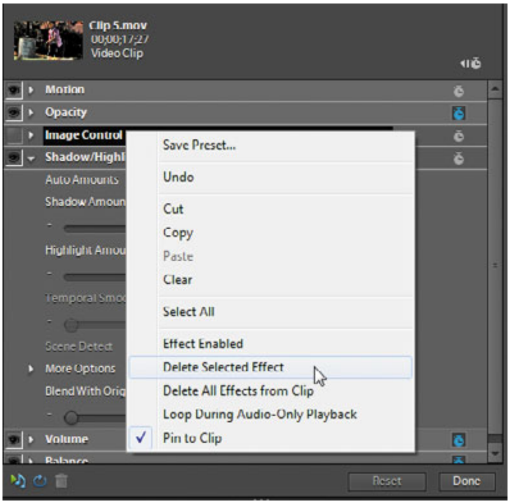
These are the most important manual controls; to learn about the others, check the Premiere Elements Help file.

11 Toggle the Shadow/Highlight effect *off*, and toggle the Image Control effect *on.* The Image Control effect does a nice job with the background hedges but doesn't brighten the face as much as the Shadow/Highlight effect. For the sake of the next exercise, let's agree that the Shadow/Highlight effect works better and delete the Image Control effect.

12 Save your project as *Lesson06_Work.prel.*

Deleting Standard Effects

You can't delete fixed effects, but to delete any standard effect, right-click to select it in the Properties panel, and then choose either Delete Selected Effect or Delete All Effects from Clip. Use this procedure to delete the Image Control effect on Clip 5.mov.


Clip 5.mov
00;00;17;27
Video Clip
Motion
Opacity
Image Control
Shadow/Highl
Auto Amounts
Shadow Amoun
Highlight Amou
Temporal Smo
Scene Detect
More Options
Blend With Orig
Volume
Balance
Save Preset...
Undo
Cut
Copy
Paste
Clear
Select All
Effect Enabled
Delete Selected Effect
Delete All Effects from Clip
Loop During Audio-Only Playback
✓ Pin to Clip
Reset
Done

Reframing a Clip Using Motion Controls

Let's take a look at the fixed effects that you'll probably use the most: the Motion controls. In this exercise, you'll learn how to use these effects to reframe a shot; later in the lesson, you'll learn how to use these controls to create a pan-and-zoom effect within an image.

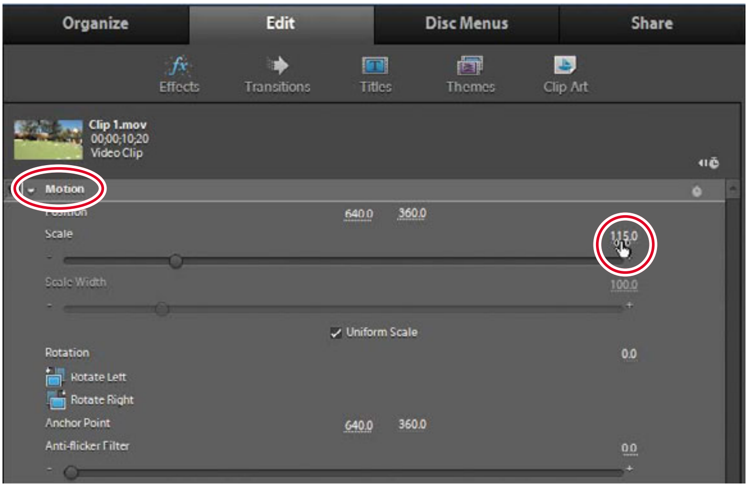
The clip you'll edit is the first clip of the project, Clip 1.mov. This was my "establishing shot," which was meant to show the entire court so the viewer could get a feel for the surroundings. It turns out that it's too much of a wide-angle shot. In this lesson, you'll use Motion controls to reframe the shot.

1 In either the Sceneline or Timeline, click Clip 1.mov.

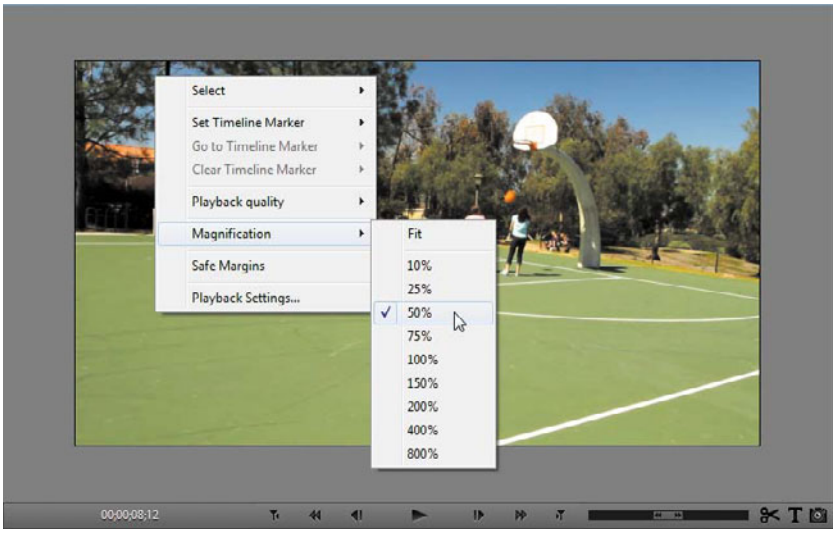
2 If you're not already in Properties view, click the Properties button in the upper left of the My Project panel.

3 In Properties view, click the twirl-down triangle to the left of the Motion effect to open the parameter settings.

4 Zoom into the video and make it larger. Drag the Scale slider to the right until it reaches the value of 115 (or click the numeric entry to make it active, type *115*, and then press Enter).

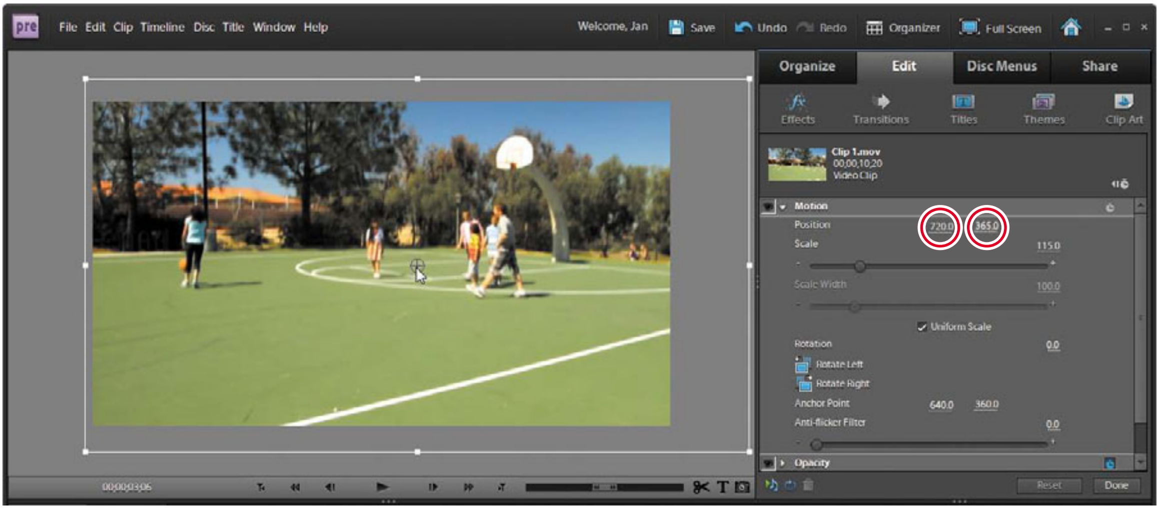

Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Clip 1.mov
00;00;10;20
Video Clip
Motion
Position
640.0
360.0
Scale
115.0
Scale Width
100.0
Uniform Scale
Rotation
0.0
Rotate Left
Rotate Right
Anchor Point
640.0
360.0
Anti-flicker Filter
0.0

5 Now let's reframe the image. In the Monitor panel, right-click the frame and choose Magnification > 50%. If you're working on a notebook or very small monitor, choose Magnification > 25%.


Select
Set Timeline Marker
Go to Timeline Marker
Clear Timeline Marker
Playback quality
Magnification
Safe Margins
Playback Settings...
Fit
10%
25%
50%
75%
100%
150%
200%
400%
800%
00;00;08;12

6 Click the frame to make the center crosshair active. You should see a white box outside the visible frame in the Monitor panel. As you've probably guessed, this is an outline of the entire video, which you can drag around to optimize positioning within the visible area in the Monitor. As you drag the frame around, note that the numeric Position parameters on the right are updated as you move it. You can position the frame either by dragging it directly as you just did or by typing in new numeric parameters. I used 720 and 365, which shifted the video to the right and down slightly.

Tip: Whenever you're repositioning a clip like this, scroll through the entire video to make sure that you don't obscure some critical action in the shot.



Clip 1.mov
00;00;10;20
Video Clip

Motion
Position 720.0 365.0
Scale 115.0
Scale Width 100.0
☑ Uniform Scale
Rotation 0.0
Anchor Point 640.0 360.0
Anti-flicker Filter 0.0

00;00;03;06

7 In the Monitor panel, right-click the frame and choose Magnification > 100%. This sets your preview at a pixel-for-pixel preview, which is helpful when previewing Motion control adjustments.

8 Click the Play button in the Monitor panel to preview the effect.

Note: If you zoom too far into a clip, you can cause some blurriness or softness in the clip. If blurriness results from your reframing efforts, you can minimize it to some degree by applying the Sharpen effect.

Stabilizing Shaky Footage

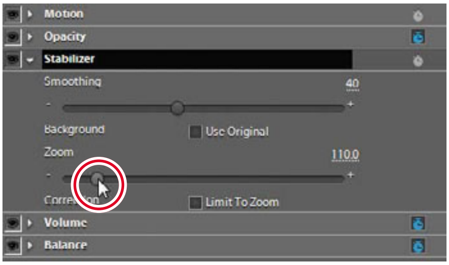
One common problem with home video footage is excessive shakiness, which can occur anytime you don't use a tripod. Via the SmartFix function, Premiere Elements will stabilize the worst of the clips, but if you elect not to use SmartFix, you'll have to do it manually. As you probably could tell when you were reframing Clip 1.mov, it bounces around quite a bit. In this exercise, you'll apply the Stabilize filter to correct this problem.

1 In the list box next to Video Effects, click and select Video Stabilizer.

2 Drag the Stabilizer effect from Effects view and drop it onto Clip 1.mov.

3 Click the Properties button in the upper left of the My Project panel or the Edit Effects button in Effects view to open Effects Properties view.

4 In Properties view, click the twirl-down triangle to the left of the Stabilizer effect to open the parameter settings.



Smoothing 40

Background ☐ Use Original

Zoom 110.0

Corre on ☐ Limit To Zoom

Note: As you've seen, the Stabilizer effect works, in part, by zooming into the video, which can cause some softness. Consider applying the Sharpen effect to counteract this softness.

5 Preview the clip. There's no problem with this application of the Stabilizer effect, but sometimes you'll notice a black bar on the top, bottom, or sides of the clip where the adjustment was too strong and extended beyond the frame's edge. To correct this, in Properties view, drag the Zoom slider to the right until the bar disappears.

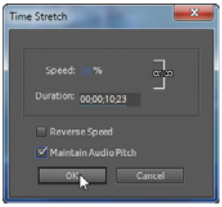
6 Drag through the rest of the clip to see if any other bars appear. If not, click Done on the lower right in Properties view to return to the Organizer or move on to your next edit.

Play the clip, using the eye icon to the left of the Stabilizer effect to toggle it on and off. The clip is definitely easier to watch with the Stabilizer effect applied.

Changing Playback Speed

Speed changes are a commonly used effect, and Premiere Elements offers two techniques for speeding up or slowing down your video. In this exercise, you'll learn how to adjust the speed of clips bounded by others in the Timeline. In a subsequent exercise, you'll learn how to adjust the speed of a clip that doesn't have a clip immediately after it on the Timeline.

Specifically, in this exercise, you'll adjust the speed of Clip 3.mov—which is an instant replay of the layup in Clip 2.mov—slowing it down to 50 percent of its original speed. Note that you can implement this effect only in the Timeline, so step 1 will send your clip to the Timeline of the My Project panel.



Speed: 50 %

Duration: 00;00;10;23

☐ Reverse Speed

☑ Maintain Audio Pitch

1 If you're currently working in the Sceneline, in the My Project panel, click the Timeline button to switch to Timeline. If necessary, zoom into the Timeline so you can easily see the individual clips.

2 Right-click Clip 3.mov and choose Time Stretch. Premiere Elements opens the Time Stretch panel.

3 Type *50* in the Speed box (where it will appear as 50%), and select the Maintain Audio Pitch check box.

4 Click OK to close the panel. Premiere Elements extends the clip to its new duration and pushes back all subsequent files. Drag the current-time indicator to the start of the clip, and press the spacebar to play the clip and observe the slow motion. Press the spacebar again to stop playback.

5 Save your project as *Lesson06_Work.prel.*

Note: As you probably can guess, the Reverse Speed check box, when enabled, will reverse the clip, making the video play backwards.

Working with Keyframes

Every clip in the Timeline, and most effects that you apply to them, can be modified over time. This involves a concept called *keyframing*. Essentially, a keyframe is a location in the Timeline where you specify a value for a specific property. When you set two keyframes, Premiere Elements interpolates the value of that property over all frames between the two keyframes, effecting a change gradually over time, basically creating an animated effect.

For example, in the next exercise, you'll use keyframes to create an image pan, in effect simulating the movement of a camera over a still image. Or you can use keyframes to animate the appearance of an effect, which you'll do in a subsequent exercise.

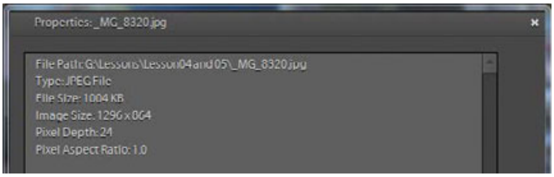
Keyframes give you significant flexibility and creativity in your projects. Although they sound challenging at first, if you work through the next few exercises, you'll quickly grasp their operation and utility.

Creating an Image Pan with Keyframes

The image pan is a popular effect in many documentaries and films. An image pan is defined as a movement of the camera, usually from left to right, although it can be from top to bottom and also zooming in or out. In traditional production, an image pan would actually involve the physical movement of a camcorder over an image; however, if you're working with footage from a stationary camera, Premiere Elements enables you to simulate camera movement using the Motion controls.

In this exercise, you'll use a horizontal image pan to animate the third photo in your slide show.

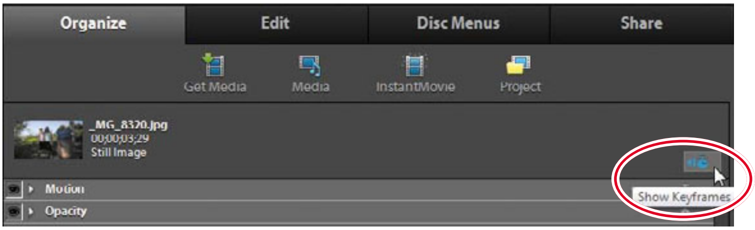
1 In Project view, right-click the _MG8320.jpg image and choose Properties. Properties view enables you to—among other things—identify the size of the digital image you have imported. Close the Properties window.



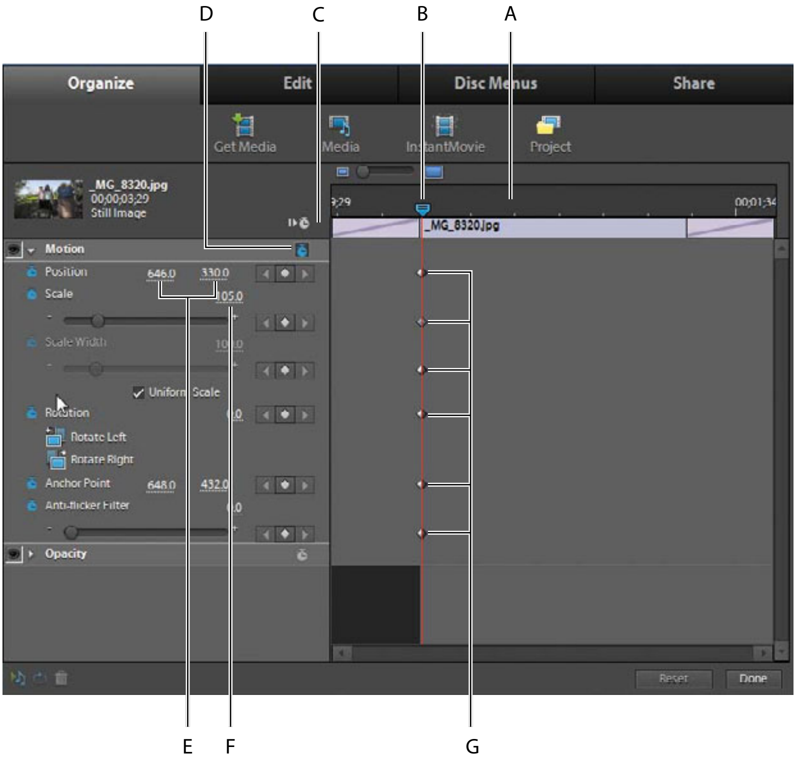
File Path: G:\Lessons\Lesson04and05_MG_8320.jpg
Type: JPEG File
File Size: 1004 KB
Image Size: 1296 x 864
Pixel Depth: 24
Pixel Aspect Ratio: 1.0

Note: In Properties view, note that this image is 1,296 pixels wide and 864 pixels high. Although it's not critical that the original image's resolution exceed that of the project (1280x720 in this instance), when it does, it ensures that you can zoom (up to a point) into regions in the video without causing blurriness. In general, when adding still images to a project, it's best to use images with a resolution larger than that of the project. Because the image is only slightly larger than the project resolution, you don't have a lot of wiggle room to zoom into this image.

2. If necessary, click the Timeline button to switch to the Timeline in the My Project panel.
3. Click to select the _MG8320.jpg image on the Timeline (it's the third from the left). Click the time ruler above the image to move the current-time indicator to within the image, and then press the Page Up key to move the current-time indicator to the start of the image.
4. The image has been automatically scaled to fit entirely into the Monitor panel. Although the original image was 1,296 pixels high, Adobe Premiere Elements automatically scaled down the image to 1280 pixels high. To return the image to its original size, right-click the image in the Timeline and choose Scale to Frame Size to deselect this option. The image zooms out to its full resolution, and you'll see only a small section of the image in the Monitor panel.
5. Click the Properties button in the upper left of the My Project panel or the Edit Effects button in Effects view to open the Effects Properties view.
6. In Properties view, click the twirl-down triangle to the left of the Motion effect to open the parameter settings.
7. In the upper right of Properties view, click the Show Keyframes ( ) button. You may need to expand the size of Properties view to better view the keyframes.



8. Note the mini-timeline at the top of Properties view, which has the same values as the Timeline in the My Project panel for the selected clip and has a matching current-time indicator. In the mini-timeline, the current-time indicator should be at the start of the MG8320.jpg clip, right after the transition that Premiere Elements inserted when you created the slide show in Chapter 5. If the current-time indicator isn't there, click the Page Up key to move it there.


D
C
B
A
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
_MG_8320.jpg
00;00;03;29
Still Image
Motion
Position
646.0
330.0
Scale
105.0
Scale Width
Uniform Scale
Rotation
Rotate Left
Rotate Right
Anchor Point
648.0
432.0
Anti-flicker Filter
Opacity
Reset
Done
E
F
G

A. Mini-Timeline. **B.** Current-time Indicator. **C.** Hide Keyframes. **D.** Toggle Animation button (enables keyframes). **E.** Horizontal and Vertical Position values. **F.** Scale Values (as a percentage of total size). **G.** Keyframes.

9 To the right of the Motion property is a small stopwatch. Click it and notice that a small diamond appears in the mini-timeline within Properties view to the right of each property in the Motion controls. Each of these is a keyframe; next, you'll adjust the top two.

10 Click the Position values to make them active and type *646* and *330*, as shown in the previous screen.

11 Drag the Scale slider to the right until it reaches the value of 105, as shown in the previous screen. Or, click the numeric entry to make it active, type *105*, and then press Enter.

You've set the keyframes for the initial position to the desired values. Now you'll create and set the values for the second keyframe.

12 Press the Page Down key to move the current-time indicator to the last frame of the image, which is at the end of a dissolve transition with the next image. The next image will appear in the Monitor panel, but you'll still be adjusting _MG8320.jpg.

Note: The current-time indicators in Properties view and in the Timeline of the My Project panel are actually the same. You can use either one to navigate through your clip. However, the Timeline in Properties view enables you to navigate through only the currently selected clip and is used primarily for working with keyframes.

13 Click the Position values to make them active and type *650* and *500.* After you change the values, Premiere Elements automatically inserts a keyframe.

14 Drag the Scale slider to the right until it reaches the value of 140. Or, click the numeric entry to make it active, type *140*, and then press Enter.

After you change the values, Premiere Elements automatically inserts a keyframe.

15 Drag the current-time indicator to the beginning of the _MG8320.jpg clip, and then press the spacebar to play the clip. You'll see a slow zoom into the picture that will play more smoothly after rendering. If you don't have background rendering enabled, you might want to render the effect using the technique detailed in the Premiere Elements Help file (search the Help file for "Render an area for preview"). Press the spacebar again to stop playback.

16 Save your project as *Lesson06_Work.prel.*

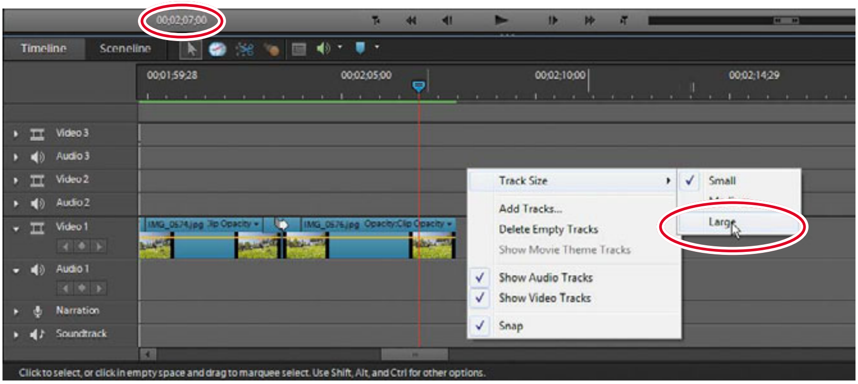
Note: When adding pan and zoom effects to images like this one, sometimes it's easiest to delete the transition by clicking it, pressing the Delete key, and then adding the Pan/Zoom effect and reapplying the transition, which you'll learn how to do in Lesson 7.

Creating a Fade-out Using Keyframes

You can control keyframes in two locations in Premiere Elements: Properties view and the Timeline. In this exercise, you'll adjust the opacity keyframes of a video clip in the Timeline.

1 Click to select the IMG_0576.jpg image, which is the last image in the Timeline. You may need to scroll to the right in the Timeline to fully see the image.

2 Let's make the video tracks as large as possible to provide some working space. To the right of the IMG_0576.jpg clip, right-click a blank area on the Timeline and choose Track Size > Large. You may have to adjust the scroll bars on the right of the Timeline to see the clip after adjusting the track size.


00;02;07;00
Timeline
Sceneline
00;01;59;28
00;02;05;00
00;02;10;00
00;02;14;29
Video 3
Audio 3
Video 2
Audio 2
Video 1
Audio 1
Narration
Soundtrack
IMG_0574.jpg Clip Opacity
IMG_0576.jpg Opacity:Clip Opacity
Track Size
Add Tracks...
Delete Empty Tracks
Show Movie Theme Tracks
✓ Show Audio Tracks
✓ Show Video Tracks
✓ Snap
✓ Small
Large

Click to select, or click in empty space and drag to marquee select. Use Shift, Alt, and Ctrl for other options.

3 Drag the current-time indicator to about 2;07;00 in the Timeline. For precision, you can check the timecode on the bottom left of the Monitor panel. Or, to get there quickly and precisely, click the timecode on the bottom left of the Monitor panel to make it active, type the numbers *2 0 7 0 0* on your keyboard, and press

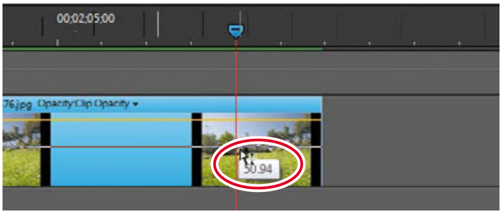
Enter. Don't type in the semicolons, just the numbers, and the current-time indicator will move to that location when you press Enter. (If this timecode doesn't get you to about one second before the end of the video, just drag your current-time indicator to about a second before the end—that'll be close enough for this exercise).

4 Click the Zoom In tool ( ) in the Timeline to increase your view of the clip.

When you're working with clip keyframes, it's often helpful to increase the magnification. The orange line spanning horizontally across the clip is the connector line (or graph) between keyframes. By default, all clips have the Opacity property enabled.

5 Working with IMG_0576.jpg, place your pointer over the orange connector line at the location of the current-time indicator. The pointer changes to a double-arrow icon ( ).

6 Drag the connector line down towards the bottom of the clip. As you drag, you'll see a small window with changing numbers. The numbers represent the opacity values. Drag the connector line down to approximately the 50% level. Don't worry if you can't get an exact number. When you release the pointer, you'll see that the clip now has an opacity value of only 50% and is much darker than before.



7 Drag the connector line back up towards the top of the clip to restore the clip's opacity to 100%.

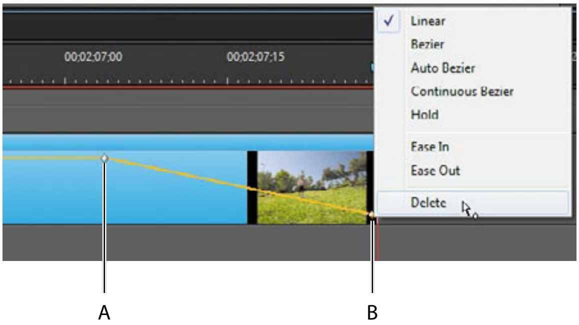
Now you'll add keyframes to help Premiere Elements create a fade to black at the end of the movie.

8 The current-time indicator should be positioned at 00;02;07;00; if not, drag it there (or about one second from the end of the movie). Then position your pointer on the orange connector line where it intersects with the current-time indicator line; the pointer should change to a small cross icon ( ).

9 With the double-arrow icon as your pointer, hold down the Ctrl/Command key and click the connector line once. You should see a small yellow diamond added to the orange connector line at the beginning of the clip, representing your first keyframe.

10 Press the Page Down key to move the current-time indicator to the end of the movie. Using the same procedure, create a keyframe at that location.

11 Click the keyframe at the end of the movie clip and drag it down to the bottom of the track. The number on the right of the yellow box next to the pointer is the Opacity value; drag it until that value equals 0.00.


00;02;07;00
00;02;07;15
✓ Linear
Bezier
Auto Bezier
Continuous Bezier
Hold
Ease In
Ease Out
Delete
A
B

A. First keyframe (opacity at 100%). **B.** Second keyframe (opacity at 0%).

12 To view the Opacity fade-out, move your current-time indicator to the beginning of the IMG_0576.jpg clip, and then press the spacebar.

13 Save your project as *Lesson06_Work.prel*.

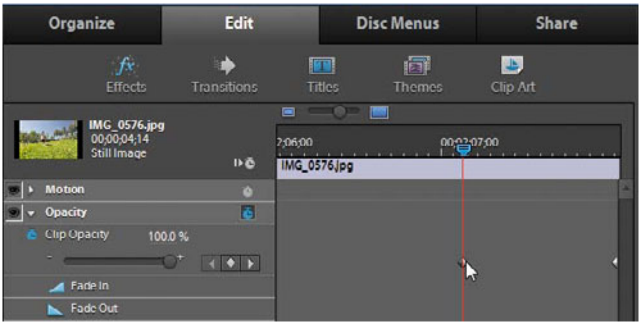
In Lesson 7, you'll learn how to create a similar effect using the Cross Dissolve transition. Although the visual effect is similar, working with keyframes lets you customize the effect to a much greater degree.

Working with Keyframes

Once you've set a keyframe, you can modify it by dragging it to a new location or value. To delete a keyframe, right-click it and choose Delete (see the previous figure).

The other keyframe-related controls shown in the context menu are advanced options that control the rate and smoothness of change applied by Premiere Elements. For more on these options, search the Help file for "Controlling change between keyframes."

Finally, you can access all keyframes inserted on the Timeline in Properties view. Select IMG_0576.jpg, and then click the Properties ( ) button in the upper left of the My Project panel. This opens Properties view.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
IMG_0576.jpg
00;00;04;14
Still Image
2;06;00
00;02;07;00
IMG_0576.jpg
Motion
Opacity
Clip Opacity
100.0 %
Fade In
Fade Out

If necessary, click the Show Keyframes (◆) button at the top right in Properties view to view the keyframes. Then click the twirl-down triangle to the left of the Opacity effect to open the parameter settings and view the keyframes that you created in the Timeline.

You can set and modify opacity-related keyframes in either or both locations. In general, the Timeline is best for fast and simple adjustments, like the fade-out that you just applied, whereas Properties view is a better choice for complicated, more precise adjustments.

Using Keyframes to Animate Effects

You've learned how to apply effects and how to create and modify keyframes. Now you'll animate an effect using keyframes. This is a very powerful capability: Essentially, it lets you create custom transitions using any Premiere Elements effect.

One word of caution: This section is more advanced than some users of Premiere Elements may need, so feel free to skip to the next lesson if you wish. However, you should know that such keyframing is the basis of animation in programs such as Adobe Premiere Pro and Adobe After Effects, which means this could be a useful introduction to using those tools, and the exercise is not difficult to complete. If you do choose to skip it, you can always revisit it later.

In this exercise, you'll be animating the NewBlue Pastel Sketch effect to create a unique transition that you'll apply to the start of several clips.

1 Select Effects (fx Effects) in the Edit tab of the Tasks panel, and in the list box next to Video Effects, click and select NewBlue Art Effects Elements.

2 Press the Home key to move your current-time indicator to the start of the project. Increase the magnification of the Timeline if needed.

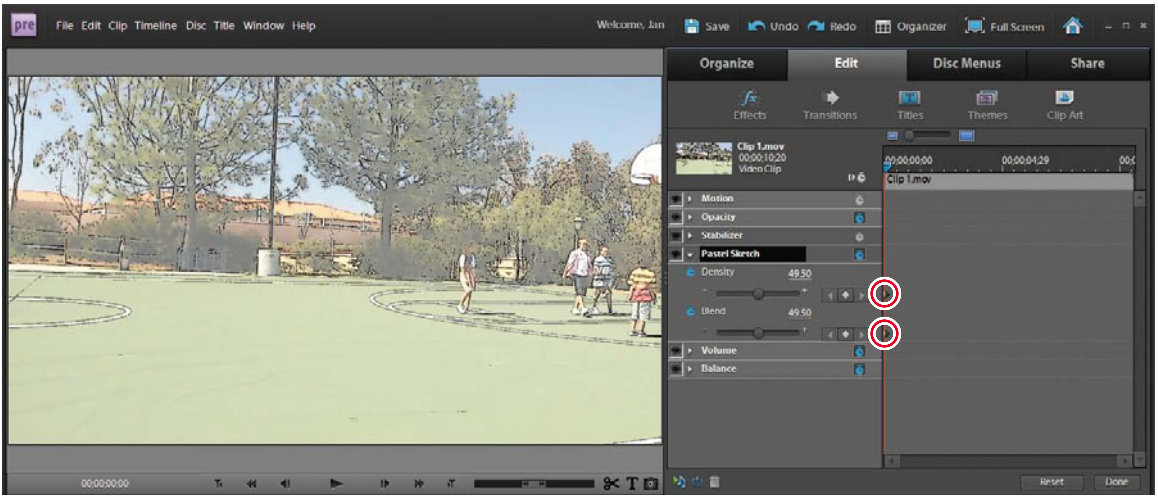
3 Drag the Pastel Sketch effect from Effects view and drop it onto Clip 1.mov to apply it. You'll see the effect applied in the Monitor panel.

4 Click the Edit Effects button in Effects view, and then click the twirl-down triangle next to Pastel Sketch to reveal the controls.

5 If keyframes are not showing, in the top right of Properties view, click the Show keyframes (◆) button. You may need to expand the size of Properties view to better view the keyframes.

6 With the current-time indicator at the start of the clip, click the small stopwatch to the right of the Pastel Sketch controls to enable animation for this property. After you click the stopwatch, a small diamond appears in the mini-timeline within Properties view to the right of the two configurable properties in the Pastel Sketch control. These are the initial keyframes.

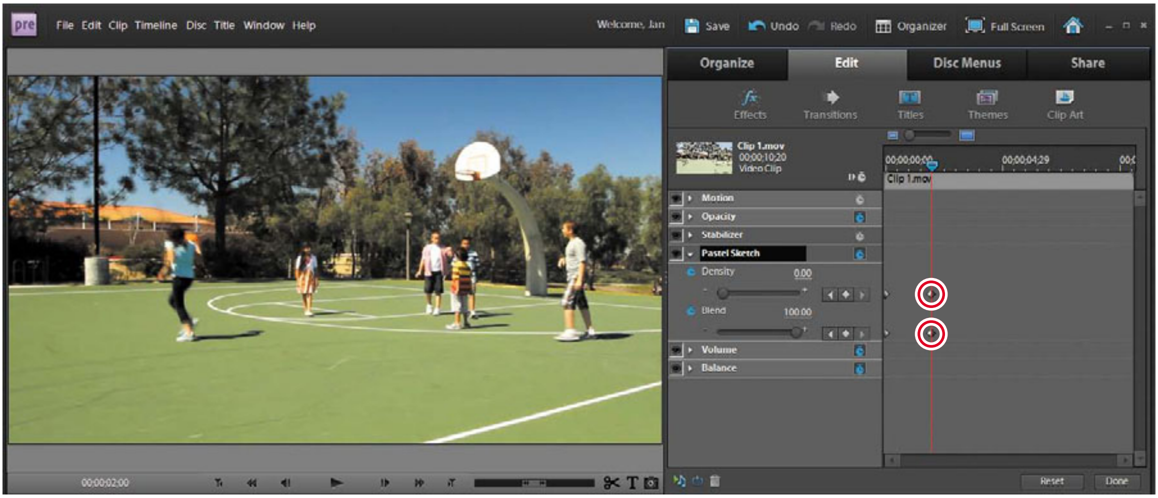
7 When producing your own movies, you might want to adjust the effect settings to customize them for your video. Let's keep things simple here and accept the default values.


File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Clip 1.mov
00;00;10;20
Video Clip
00;00;00;00
00;00;04;29
Clip 1.mov
Motion
Opacity
Stabilizer
Pastel Sketch
Density
49.50
Blend
49.50
Volume
Balance
00;00;00;00
Reset
Done

8 Now you'll set the second set of keyframes. In the mini-timeline in Properties view, drag the current-time indicator to the right to 00;00;02;00 (which you can see at the bottom left of the Monitor panel).

9 Drag the Density slider all the way to the left (to a 0.00 value) and the Blend slider all the way to the right (to the 100.00 value), which essentially turns off the effect.

Changing the value automatically adds a second keyframe, which is represented as a second diamond in the Timeline in Properties view. Once animation has been turned on, Adobe Premiere Elements automatically animates the effect between the two values.


File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Clip 1.mov
00;00;10;20
Video Clip
00;00;00;00
00;00;04;29
Clip 1.mov
Motion
Opacity
Stabilizer
Pastel Sketch
Density
0.00
Blend
100.00
Volume
Balance
00;00;02;00
Reset
Done

10 Click the Home key to return to the beginning of the move, and then press the spacebar to play the clip and the effect. The clip starts out with the Pastel Sketch in full effect and returns to a normal appearance at the 00;00;02;00 mark. Press the spacebar again to stop playback.

11 Save your project as *Lesson06_Work.prel*.

Note: If you hadn't set the second set of keyframes, the Pastel Sketch effect would have continued without change through the end of the clip but wouldn't continue on to subsequent clips.

Copying Effects from One Clip to Another

Because effects are customized a single clip at a time, it would be quite time-consuming to place the same effect across numerous clips, especially if you had to drop the effect on each clip. Fortunately, Premiere Elements provides a simple way to copy effects and their settings from one clip to another.

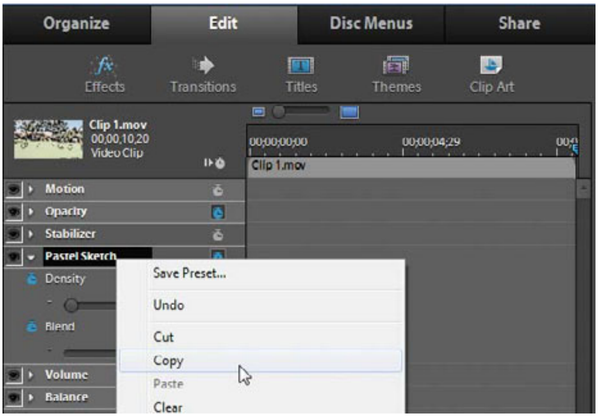
1 Click Clip 1.mov in either the Sceneline or Timeline to select it.

2 Click the Properties button in the upper left of the My Project panel to open the Effects Properties view.

3 Click the Pastel Sketch effect in Properties view.

4 Choose Edit > Copy.

Note: You can also right-click in Properties view and choose Copy or press Ctrl+C (Windows) or Command+C (Mac OS) to copy the selected effects.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Clip 1.mov
00;00;10;20
Video Clip
00;00;00;00
00;00;04;29
Clip 1.mov
Motion
Opacity
Stabilizer
Pastel Sketch
Density
Blend
Volume
Balance
Save Preset...
Undo
Cut
Copy
Paste
Clear

5 In either the Sceneline or Timeline, click to select MG8200.jpg, the first clip in the slide show at the end of the movie. Click the Properties button on the upper left of the My Project panel to open Properties view.

6 Right-click in the blank gray area beneath the fixed and standard effects in Properties view, and then choose Paste. Premiere Elements applies the Pastel Sketch effect to this clip with the same properties and keyframes.

7 Click the top of the My Project panel to make it active. Press the Home key to place the current-time indicator at the beginning of the project, and then press the spacebar to begin playback. When reviewing the movie, note the effects you have applied to the clips.

8 Choose File > Save As and save your project as *Lesson06_End.prel*.

This concludes the main lesson. Next, you'll learn how to implement several additional effects using other source clips in a separate project file.

Creating a Picture-in-Picture Overlay

Premiere Elements can superimpose multiple tracks of video. In this exercise, you will superimpose one video clip in a small frame over your preexisting background clip that covers the entire screen. This effect is called a Picture-in-Picture (PiP) overlay.

1 To load the project file containing the new content, click File > Open Project, and then navigate to the Lesson06 folder you copied to your hard disk.

2 Within that folder, select the file Greenscreen_Win.prel (Windows) or Greenscreen_Mac.prel (Mac OS), and then click Open. If a dialog appears asking for the location of rendered files, click the Skip Previews button.

3 Choose Window > Restore Workspace to ensure that you start the lesson with the default panel layout.

Note: If the superimposed clip is longer than the background clip, it appears over successive clips in the Sceneline for its entire duration and appears superimposed over those clips during playback.

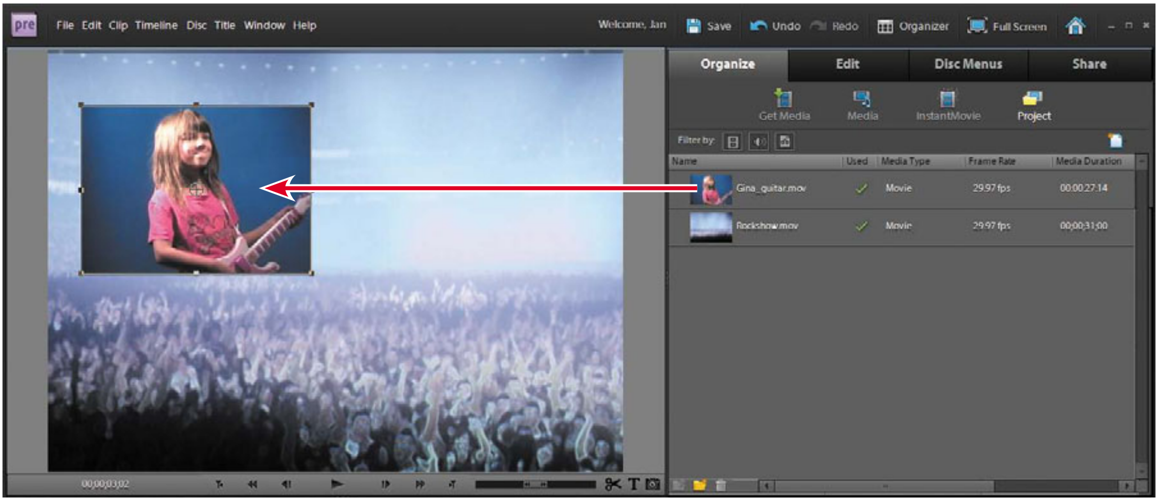
4 In the Timeline, click Rockshow.mov, the only clip. The selected clip appears in the Monitor panel.

5 In the Organize tab of the Tasks panel, click the Project button.

6 In Project view, locate the Gina_guitar.mov clip. Click once to select the clip, hold down the Shift key, and drag the clip towards the upper-left corner of the Rockshow.mov clip in the Monitor panel.

7 Release the pointer and choose Picture-in-Picture from the menu that appears.

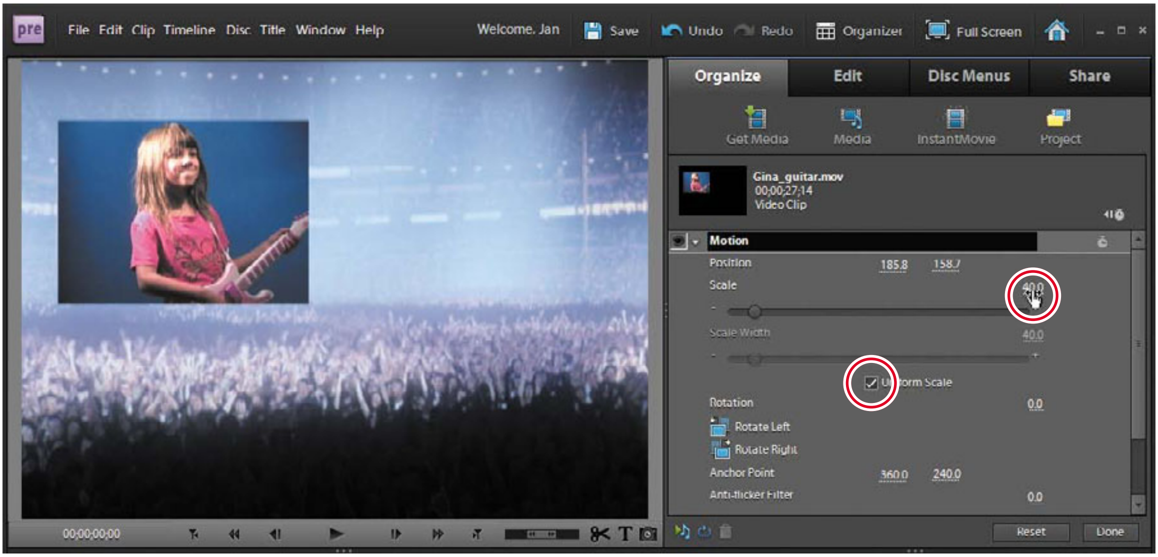
8 Click No in the Videomerge panel.



Name	Used	Media Type	Frame Rate	Media Duration
Gina_guitar.mov	✓	Movie	29.97 fps	00;00;27;14
Rockshow.mov	✓	Movie	29.97 fps	00;00;31;00

9 Click to select the superimposed clip and notice that the clip changes appearance. There are now handles on the edges, indicating that the clip is active.

10 Select Window > Properties to open Properties view.



pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Rotate Left
Rotate Right
00;00;00;00
Reset
Done

Gina_guitar.mov
00;00;27;14
Video Clip

Motion
Position 185.8 158.7
Scale 40.0
Scale Width 40.0
☑ Uniform Scale
Rotation 0.0
Anchor Point 360.0 240.0
Anti-flicker Filter 0.0

11 In Properties view, click the arrow to the left of Motion to reveal its properties. Make sure the Uniform Scale check box is selected.

12 Place your pointer over the value for Scale, and then drag the value to 40. As you change the scale, the Gina_guitar.mov clip shrinks to 40 percent of its original size.

13 If necessary, you can reposition the clip using the Position controls, or simply drag the clip to the desired position in the Monitor panel.

14 Press the Home key to go to the start of your project, and then click the Play button to review your work.

15 Save your project as *Lesson06_pip.prel*.

Compositing Two Clips Using Videomerge

Compositing is the process of merging two clips together, one atop the other, while removing the background color of the top clip to reveal the second. This allows you to place your subject in a variety of environments, both real and simulated.

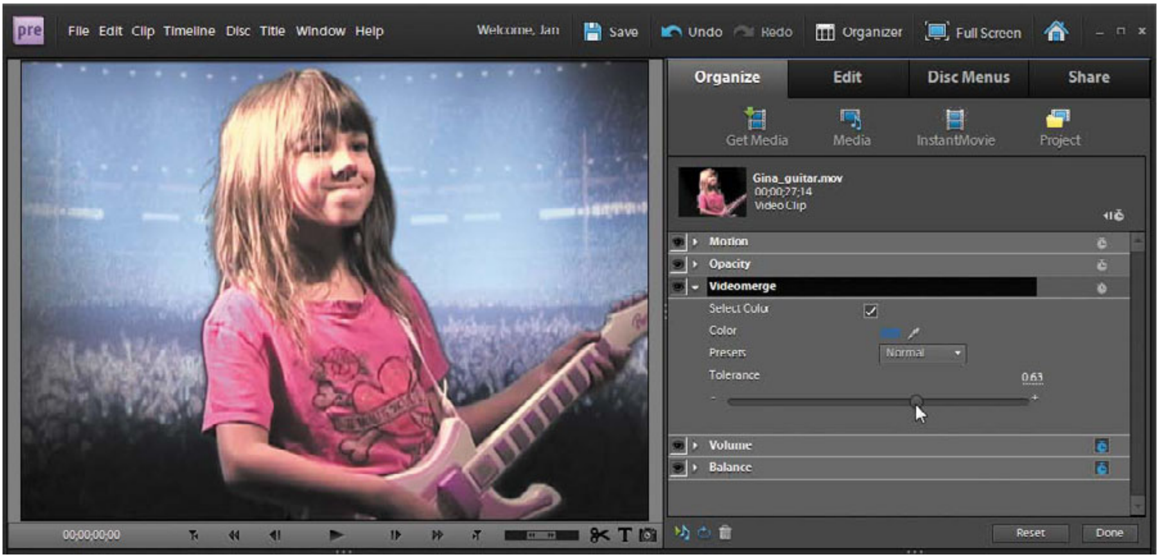
Adobe Premiere Elements' Videomerge effect makes compositing as easy as drag and drop. Videomerge automatically determines the background of the top clip and makes it transparent. Video or image clips on the tracks below it become visible through the transparent areas. You'll get the best results with Videomerge if you shoot the clip to be composited using the following rules:

- Create a strong (preferably dark or saturated), solid, uniform color background to shoot against.
- Make sure the background is brightly and uniformly lit to avoid shadows.
- When choosing a background color, avoid skin tones and colors that are similar to the subject's clothing or hair color. (Otherwise, the skin, clothes, or hair will become transparent, too). Bright green and blue are the best choices.

With this information as background, reload the Greenscreen.prel project file (you should have already saved the first project as Lesson06_pip.prel) and follow this procedure.

1. In the Timeline, click Rockshow.mov, the only clip. The selected clip appears in your Monitor panel.
2. In the Organize tab of the Tasks panel, click the Project button.
3. In Project view, locate the Gina_guitar.mov clip. Click to select the clip, hold down the Shift key, and drag the clip onto the Rockshow.mov clip in the Monitor panel.
4. Release the pointer and choose Place on Top and Apply Videomerge.

   Premiere Elements inserts Gina_guitar.mov in the Video 2 track over Rockshow.mov, automatically detects the blue background, and makes it transparent. The result needs a bit of work. Let's try a manual adjustment.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Motion
Opacity
Volume
Balance
Reset
Done
00;00;00;00

Gina_guitar.mov
00;00;27;14
Video Clip

Videomerge
Select Color ☑
Color 🟦
Presets Normal
Tolerance 0.63

5 In the Timeline, click Gina_guitar.mov to select it, and then click the Properties (▤) button on the upper left of the My Project panel.

6 In Properties view, click the twirl-down triangle to the left of the Videomerge effect to open the parameter settings.

7 Click the Select Color check box, and then click the eyedropper (✎) to select it. The background behind Gina will reappear. Press Ctrl/Command, and then click the blue background close to Gina's head. This tells Videomerge which color to eliminate, and pressing Ctrl/Command averages a 5x5 pixel block surrounding the pixel that you clicked to achieve a smoother result. Much better.

8 You can try adjusting the Tolerance slider, but it makes no noticeable difference. I think we're done here.

9 Press the Home key to go to the start of your project, and then click the Play button to review your work. The clip looks good, so let's move on to the next edit.

Changing Speed Using the Time Stretch Tool

Previously, you learned how to change the speed of clips bounded in the Timeline by other clips on both sides. Now you'll learn how to use the Time Stretch tool to accomplish the same task but in a more visual way.

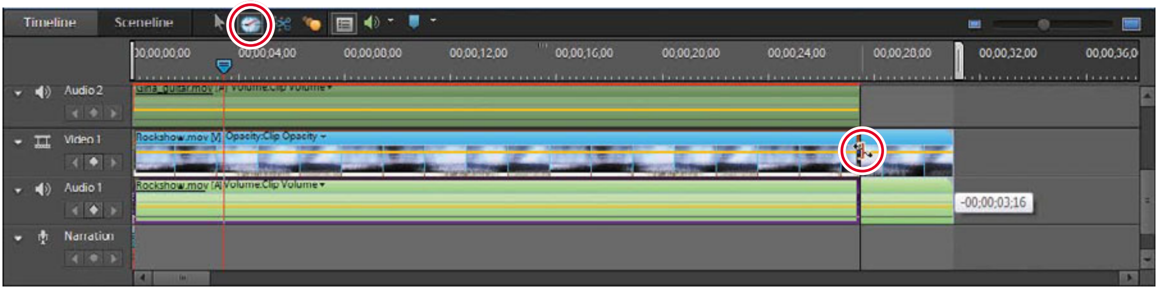
Here's the problem you'll solve. The Rockshow.mov clip used as a background in the previous two exercises is 31 seconds long, and the Gina_guitar.mov clip is about 27 seconds long. You could just trim the Rockshow clip to the same duration, but that would delete content at the end of that clip.

A more elegant solution is to use the Time Stretch feature to speed up the Rockshow.mov clip so that it's the same duration as Gina_guitar.mov.

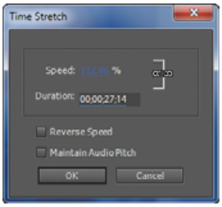
1 In the Timeline, click the Time Stretch icon (⏱) at the upper left of the My Project panel.

2 Hover your pointer over the right edge of the Rockshow.mov clip until the Time Stretch icon (⏱) appears.

3 Drag the right edge of the Rockshow.mov clip to the left until it aligns with the end of the Gina_guitar.mov clip.


Timeline
Sceneline
00;00;00;00
00;00;04;00
00;00;08;00
00;00;12;00
00;00;16;00
00;00;20;00
00;00;24;00
00;00;28;00
00;00;32;00
00;00;36;0
Audio 2
Gina_guitar.mov [A] Volume:Clip Volume
Video 1
Rockshow.mov [V] Opacity:Clip Opacity
Audio 1
Rockshow.mov [A] Volume:Clip Volume
Narration
-00;00;03;16

4 Click the Selection tool (↖) at the upper left of the My Project panel to restore the normal pointer.



Speed: 112.86 %

Duration: 00;00;27;14

5 Right-click Rockshow.mov and choose Time Stretch.

Premiere Elements opens the Time Stretch panel. Note that the speed should have increased to 112.86, which is precisely the correction needed to make Rockshow.mov the same duration as Gina_guitar.mov. In most instances, you would click Maintain Audio Pitch to maintain the pitch of the clip, but since Rockshow.mov has no audio, that isn't necessary in this case.

6 Save your project as *Lesson06_videomerge.prel*.

Working with Motion Tracking

Motion Tracking gives you the ability to automatically track moving objects in a project so you can add labels, thought bubbles, or other effects to the moving object. This exercise teaches you how to use this function.

1 To load the project file containing the new content, click File > Open Project, and then navigate to the Lesson06 folder you copied to your hard disk.

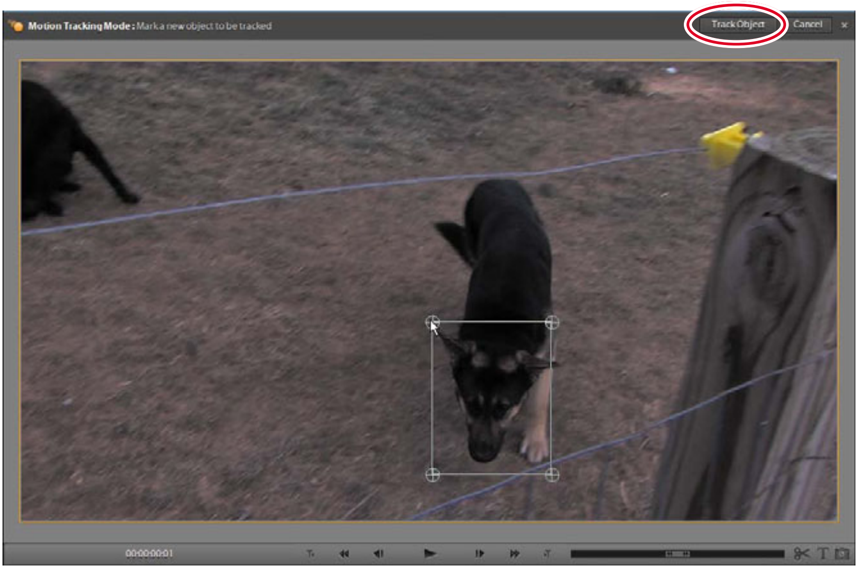
2 Within the Lesson06 folder, select the file Motion_Tracking_Win.prel (Windows) or Motion_Tracking Mac.prel (Mac OS), and then click Open. If a dialog appears asking for the location of rendered files, click the Skip Previews button.

3 Click to select the clip in the My Project panel, Alfie.mov.

4 Select the Motion Tracking icon (●) at the upper left of the Timeline to turn on Motion Tracking mode. If the dialog opens, click Yes in the Motion Tracking window to enable Premiere Elements to track moving objects in the clip. The Auto-Analyzer starts to run.

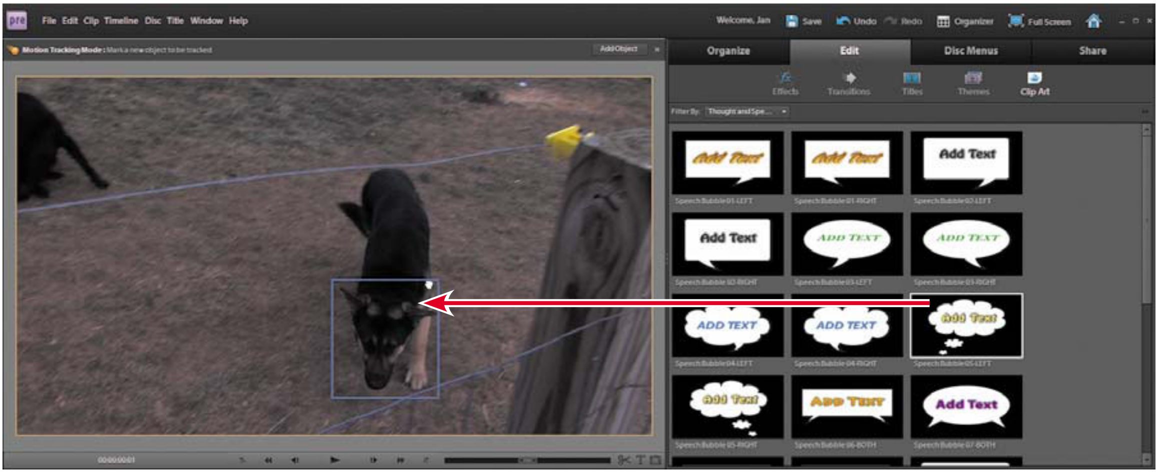
5 Drag the current-time indicator to 00;00;02 where a big yellow box enters the frame. Motion Tracking starts by tracking the largest object in the frame. You could jump to step 8 here and add the thought bubble, but I want to track Alfie's head, which is more precise than tracking the entire body. So right-click the yellow box (which then turns blue) and choose Delete Selected Object.

6 On the upper right of the Monitor panel, click the Add Object button (Add Object). Premiere Elements adds a scalable box to the Monitor panel. Drag the box over the object that you'd like to track (in this case Alfie's head), and then drag the edges to fit the object.


Motion Tracking Mode : Mark a new object to be tracked
Track Object
Cancel
00:00:00:01

7 In the upper-right corner of the Monitor panel, click Track Object (Track Object). Premiere Elements analyzes the clip to track the moving object.

8 Click the Edit tab (Edit) to enter the Edit workspace, and then click Clip Art (Clip Art) to view that content. In the Filter By: list box, click and choose Thought and Speech Bubbles. Click SpeechBubble05-LEFT and drag it over the box that you just created.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Motion Tracking Mode : Mark a new object to be tracked
Add Object
Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Filter By: Thought and Spe...
Add Text
Add Text
Add Text
Add Text
ADD TEXT
ADD TEXT
ADD TEXT
ADD TEXT
Add Text
Add Text
Add Text
Add Text
00:00:00:01

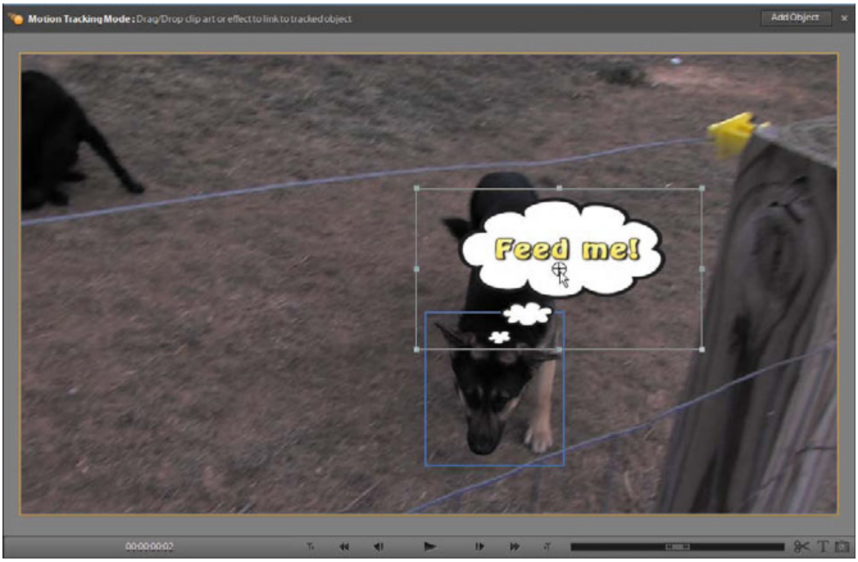
Note: In addition to thought bubbles, you can use Motion Tracking with other clip art, titles, graphics, and Picture-in-Picture effects.

Note: You can use the Add Object/Track Object procedure to add and track multiple objects in a single video.

Note: In my version of Premiere Elements, this exercise ran correctly only one time, which was the first time the application analyzed Alfie.mov. After that, the rectangle won't reappear. If you want to run the exercise again, go to the Elements Organizer and delete Alfie.mov. The next time you run the project, Premiere Elements will have to reanalyze the clip, and the exercise should work as detailed here.

9 In the Change Text dialog, type *Feed me!* Then click OK to close the dialog.

10 Drag the Position controls to finalize placement of the thought bubble over Alfie's head.


Motion Tracking Mode : Drag/Drop clip art or effect to link to tracked object
Add Object
Feed me!
00:00:00:02

11 Press the Home key to move to the start of your project, and then click the Play button to review your work. Watch how the thought bubble moves with Alfie.

12 Save your project as *Lesson06_Alfie.prel.*

Working with Effect Masking

Effect Masking gives you the ability to constrain an effect to a certain section of an image, and if that section is moving, to track it around the frame. For example, reload the project file from the previous exercise—Motion_Tracking_Win.prel (Windows) or Motion_Tracking Mac.prel (Mac OS)—without saving the project you just created, and work through steps 1–7 again. Then follow these steps.

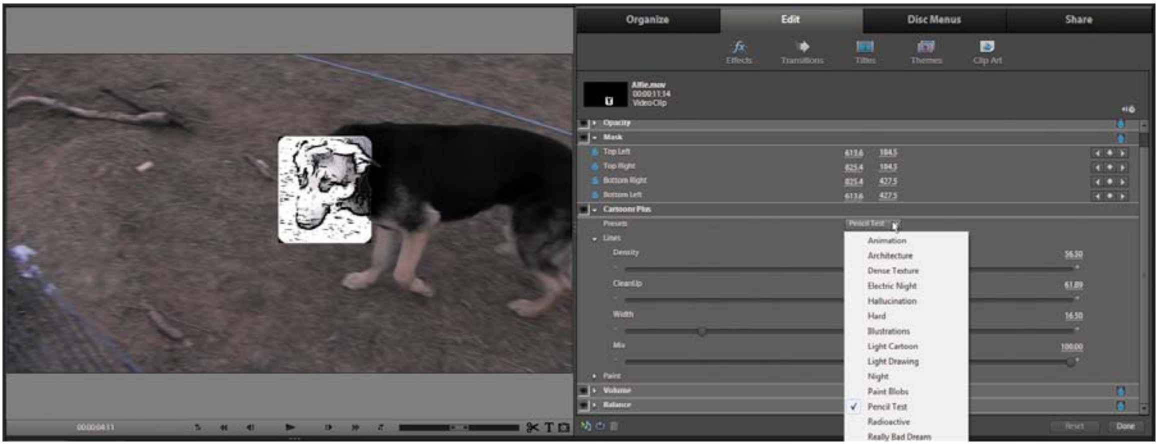
1 Select Effects (fx Effects) in the Edit tab of the Tasks panel, and in the list box next to Video Effects, click and select NewBlue Cartoonr Plus Elements.

2 Drag the Cartoonr Plus effect from Effects view and drop it onto the little box you created in the Alfie.mov clip. You should see the Monitor panel flash briefly. If the box shifts a bit, re-drag the edges to the desired coverage.

3 Click Alfie.mov to select it, then click the Edit Effects button in Effects view, and then click the twirl-down triangle next to Cartoonr Plus to reveal the controls. You can experiment with the different presets, but Pencil Test worked best for me.

Premiere Elements applies the effect only within the box (called a mask), and the box follows Alfie's motion in the video.

Note: You can apply a static mask to any clip by right-clicking the clip and choosing Effects Mask > Apply.



Alfie.mov
00:00:11:14
Video Clip

Mask
Top Left 613.6 184.5
Top Right 825.4 184.5
Bottom Right 825.4 427.5
Bottom Left 613.6 427.5

Cartoonr Plus
Presets: Pencil Test
Lines
Density 56.50
CleanUp 61.89
Width 16.50
Mix 100.00

Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Opacity
Paint
Volume
Balance
Animation
Architecture
Dense Texture
Electric Night
Hallucination
Hard
Illustrations
Light Cartoon
Light Drawing
Night
Paint Blobs
✓ Pencil Test
Radioactive
Really Bad Dream
Reset
Done
00:00:04:11

Note: I used the Cartoonr Plus effect because it's new and cool, and because I wanted to show it to you. If you're looking for the witness-protection look, which may make more sense in this application, try either the Gaussian Blur effect (in the Blur & Sharpen group) or the Mosaic effect (in the Stylize group).

Exploring on Your Own

Congratulations! Now you understand how to apply video settings, change effects and settings, copy effects from one clip to another, create an image pan, animate an effect with keyframes, create a Picture-in-Picture effect, and composite one video over another with Videomerge. You also know how to use Motion Tracking and how to "mask" an effect. Here are some effects that you can experiment with on your own.

1 Create a PiP effect using two or more clips on the same screen.

2 Experiment with alternative effects such as Adjust > Brightness & Contrast, or Distort > Bend. To get a sense of the different effects available in Premiere Elements, choose Help > Premiere Elements Help, or press F1 to access the Help guide. The Applying Effects section includes a gallery of video effects.

3 Experiment with the various effects presets located in the Effects panel—specifically, the Horizontal and Vertical image pans.

Review questions

1 What are curative effects, and when should you apply them?

2 What's the quickest way to apply identical effects and settings to multiple clips?

3 What are fixed effects, and what is their purpose?

4 What is a keyframe, and what does it contain?

5 How do you modify keyframes once they've been added to a clip?

6 How do you apply the same effect to multiple clips on the Timeline?

Review answers

1 Curative effects improve one or more aspects of a clip, such as exposure, backlighting, or excessive shakiness. You should apply curative effects to a clip before applying artistic and other effects.

2 After selecting the clip that contains the effect or effects that you want to copy, click an effect to select it in the Properties panel or Shift-click to select multiple effects. Copy your selection by choosing Edit > Copy. Then select the clip to which you want to transfer the effects and choose Edit > Paste.

3 Fixed effects are the Property parameters that every clip in Premiere Elements has enabled by default. These effects are Motion, Opacity, and Volume. Within the Motion effect, Scale, Position, Rotation, and Anchor Point are all properties that can be adjusted to create, for example, a PiP effect.

4 A keyframe contains the values for all the controls in an effect and applies those values to the clip at the specific time.

5 Once keyframes have been added to a clip, they can be adjusted by clicking and dragging them along the connector line. If there are two keyframes, moving one keyframe farther away from the other extends the duration of the effect; moving a keyframe closer to another keyframe shortens the effect.

6 Select all target clips in the My Project panel and apply the effect to any single clip.

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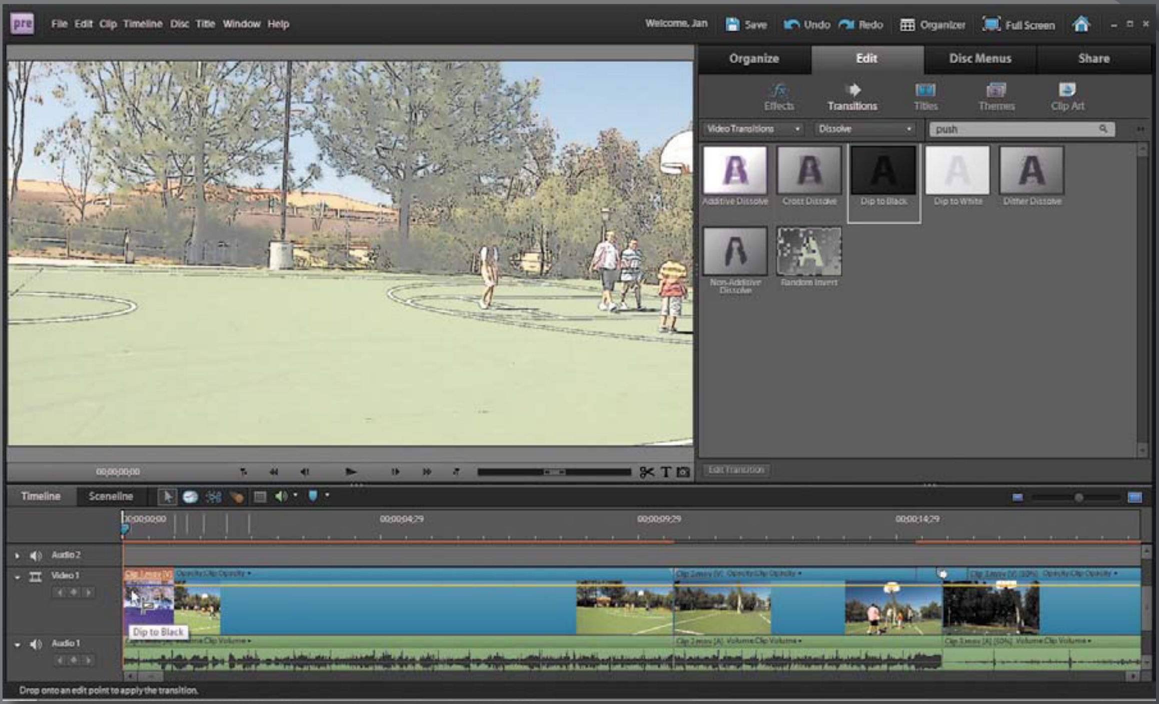
7

CREATING TRANSITIONS

If you‘ve followed the lessons in this book in order, you should now feel comfortable adding and deleting footage in your project, and trimming clips to improve the pacing of the movie you’re producing. In this lesson, you’ll learn how to take a project in which your clips have already been sequenced and trimmed, and add nuance and dimension using transitions between the clips. You’ll learn how to do the following:

- Apply a transition using Transitions view
- Preview transitions
- Modify transition settings
- Apply the default transition to multiple clips
- Copy and paste transitions
- Create fade-ins and fade-outs
- Render transitions

This lesson will take approximately one hour.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Video Transitions
Dissolve
push
Additive Dissolve
Cross Dissolve
Dip to Black
Dip to White
Dither Dissolve
Non-Additive Dissolve
Random Invert
Edit Transition
Timeline
Sceneline
00;00;00;00
00;00;04;29
00;00;09;29
00;00;14;29
Audio 2
Video 1
Audio 1
Dip to Black

Drop onto an edit point to apply the transition.

Inserting a Dip to Black transition at the start of the movie.

Getting Started

You'll modify scenes in this lesson's project by adding transitions in stages. But first you'll open the Lesson07 project and prepare your Adobe Premiere Elements workspace.

1. Make sure that you have correctly copied the Lesson07 folder from the DVD in the back of this book onto your computer's hard disk. See "Copying the Classroom in a Book Files" in the Getting Started section at the start of this book.
2. Launch Premiere Elements.
3. In the Welcome screen, click the Open Project button, and then click the Open folder.
4. In the Open Project dialog, navigate to the Lesson07 folder.
5. Within that folder, select the file Lesson07_Start_Win.prel (Windows) or Lesson07_Start_Mac.prel (Mac OS), and then click Open.

   Your project file opens with the Monitor, Tasks, and My Project panels open.
6. Choose Window > Restore Workspace to ensure that you start the lesson in the default panel layout.

Viewing the Completed Movie Before You Start

To see what you'll be creating in this lesson, you can play the completed movie.

1. In the Organize tab of the Tasks panel, click Project (Project). In the Project view, locate the file Lesson07_Movie.mov, and then double-click it to open the video in the Preview window.
2. In the Preview window, click the Play button (▶) to watch the video showing some kids shooting hoops, which you will build in this lesson.
3. When you're done, close the Preview window by clicking the Close button (✖) in the upper-right corner of the window.

Working with Transitions

Transitions phase out one clip while phasing in the next. The simplest form of a transition is the cut. A cut occurs when the last frame of one clip is followed by the first frame of the next. The cut is the most frequently used transition in video and film, and the one you will use most of the time. However, you can also use other types of transitions to achieve effects between scenes.

Transitions

Using transitions, you can phase out one clip while phasing in the next, or you can stylize the beginning or end of a single clip. A transition can be as subtle as a cross dissolve, or emphatic, such as a page turn or spinning pinwheel. You generally place transitions on a cut between two clips, creating a double-sided transition. However, you can also apply a transition to just the beginning or end of a clip, creating a single-sided transition, such as a fade to black.

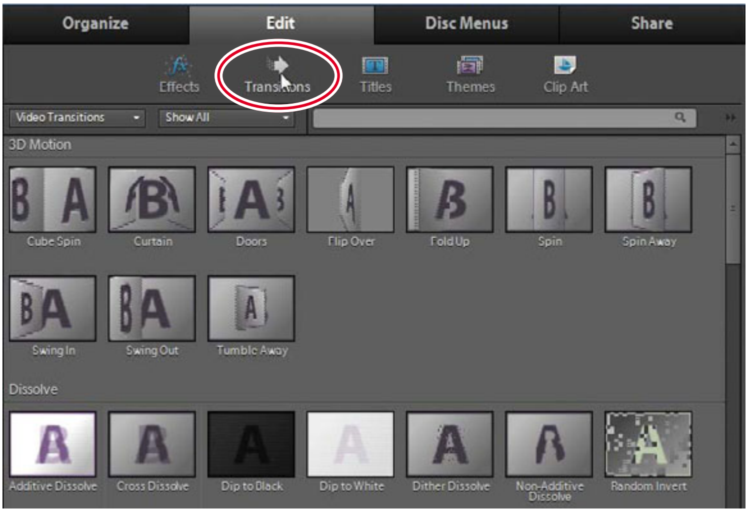
When a transition shifts from one clip to the next, it overlaps frames from both clips. The overlapped frames can either be frames previously trimmed from the clips (frames just past the In or Out point at the cut), or existing frames repeated on either side of the cut. It's important to remember that when you trim a clip, you don't delete frames; instead, the resulting In and Out points frame a window over the original clip. A transition uses the trimmed frames to create the transition effect, or, if the clips don't have trimmed frames, the transition repeats frames.

—From Adobe Premiere Elements Help

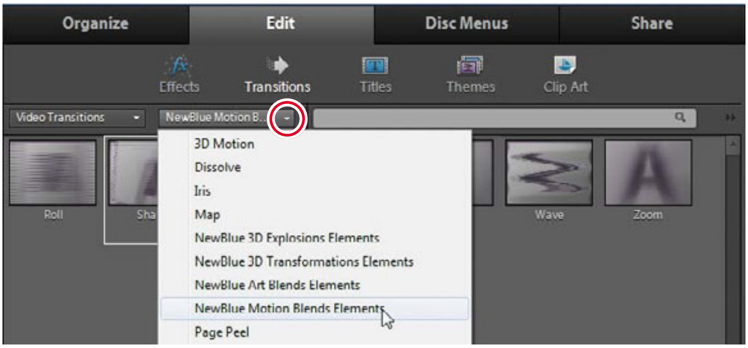
Using Transitions View in the Tasks Panel

Premiere Elements includes a wide range of transitions, including 3D motion, dissolves, wipes, and zooms. The animated thumbnail view that appears when you click on a specific transition gives you a good idea of how it might be applied to your project. Transitions are grouped into two main folders in Transitions view: Audio Transitions and Video Transitions.

1 To access Premiere Elements transitions, click the Transitions button (Transitions) in the Edit tab of the Tasks panel. Hover over or select a transition to see an animated preview.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Video Transitions
Show All
3D Motion
Cube Spin
Curtain
Doors
Flip Over
Fold Up
Spin
Spin Away
Swing In
Swing Out
Tumble Away
Dissolve
Additive Dissolve
Cross Dissolve
Dip to Black
Dip to White
Dither Dissolve
Non-Additive Dissolve
Random Invert

2 Select Video Transitions (if it's not already selected) from the category menu in the upper-left corner of Transitions view. Then select NewBlue Motion Blend Elements from the adjacent menu to see only the different types of transitions in Transitions view. We'll use the Shake transition from that category in a moment.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Video Transitions
NewBlue Motion B...
3D Motion
Dissolve
Iris
Map
NewBlue 3D Explosions Elements
NewBlue 3D Transformations Elements
NewBlue Art Blends Elements
NewBlue Motion Blends Elements
Page Peel
Roll
Sha
Wave
Zoom

Applying a Transition

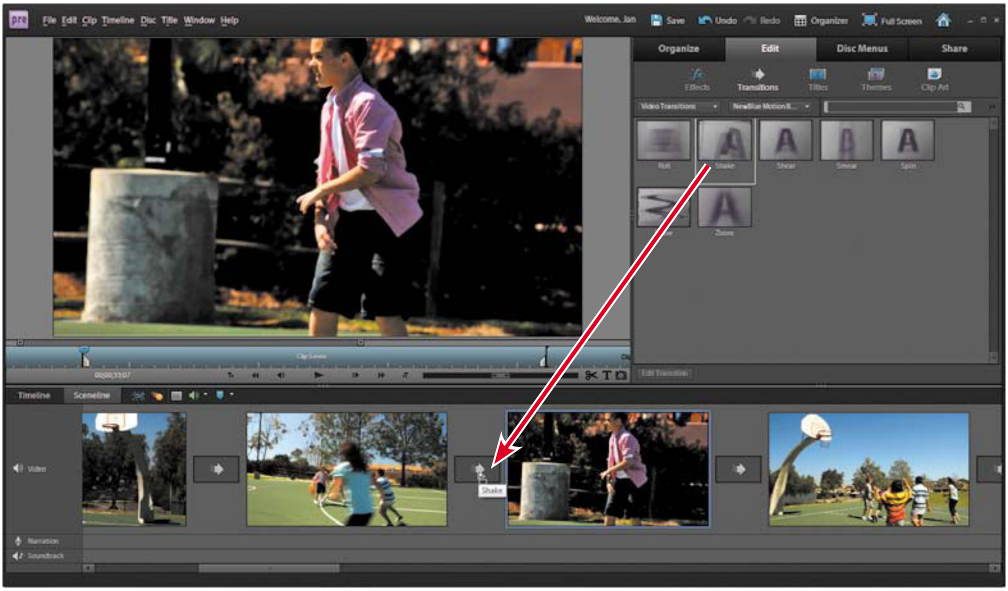
Understanding how transitions work is essential to using them successfully. For a transition to shift from one clip to another, the transition must overlap frames from both clips for a certain amount of time.

Note: You don't need to reposition the current-time indicator to place transitions between clips. However, it's often helpful in locating the correct point in your project.

1 In the Monitor panel, position your current-time indicator at the 00;00;33;07 mark, the edit point between Clip 4.mov and Clip 5.mov. You'll be placing a transition between these two clips.

2 If Sceneline is not already selected in the My Project panel, switch to it now.

3 From Transitions view, which should still be showing the content of the NewBlue Motion Blend Elements, drag the Shake transition to the rectangle between Clip 4.mov and Clip 5.mov in the Sceneline. You'll know the transition has been added because its icon is visible in the rectangle between the two clips in the Sceneline.


File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Video Transitions
Timeline
Sceneline
Video
Shake
Narration
Soundtrack

4 In the Sceneline, double-click the rectangle between the two clips to preview the Shake transition. After the transition ends, press the spacebar to stop playback.

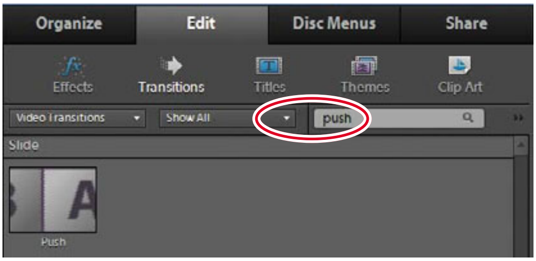
Note: To delete a transition, right-click it and choose Clear (in the Timeline) or click to select it and press the Delete key (in the Sceneline).

Viewing Transition Properties

When you add a transition to a clip, the default length of the transition is determined by your preferences. You can change the length of transitions after applying them. Additionally, there are several other attributes of transitions that you can adjust. These include alignment, start and end values, border, and softness.

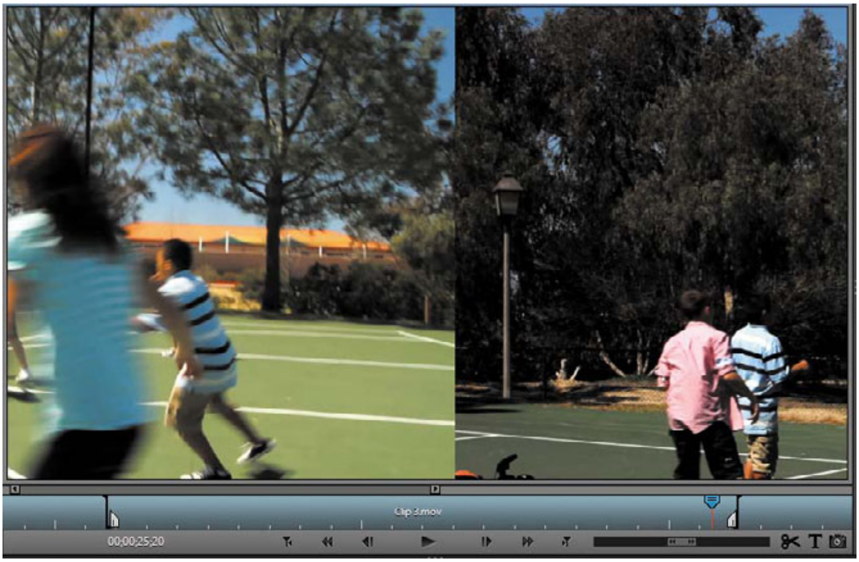
In this exercise, you'll add a Push transition that pushes one image offscreen to replace it with the next clip. You will then modify the various attributes of the transition in Properties view.

1 In Transitions view of the Edit tab, choose Video Transitions from the category menu. Make sure Show All is selected in the menu next to it. Then click in the text search box to the right of the magnifying glass icon (🔍) and type the word *push*. Premiere Elements automatically searches the list of video transitions and locates the Push transition.

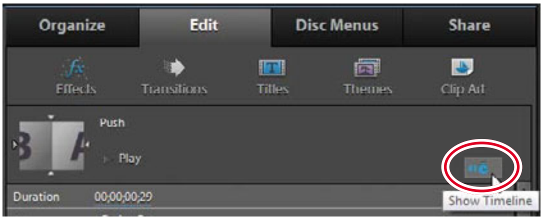

Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Video Transitions
Show All
push
Slide
Push

2 If necessary, scroll to the right in the My Project panel until you can see the third and fourth clips of the movie, Clip 3.mov and Clip 4.mov. Drag the Push transition from Transitions view to the rectangle between these two clips in the Sceneline.

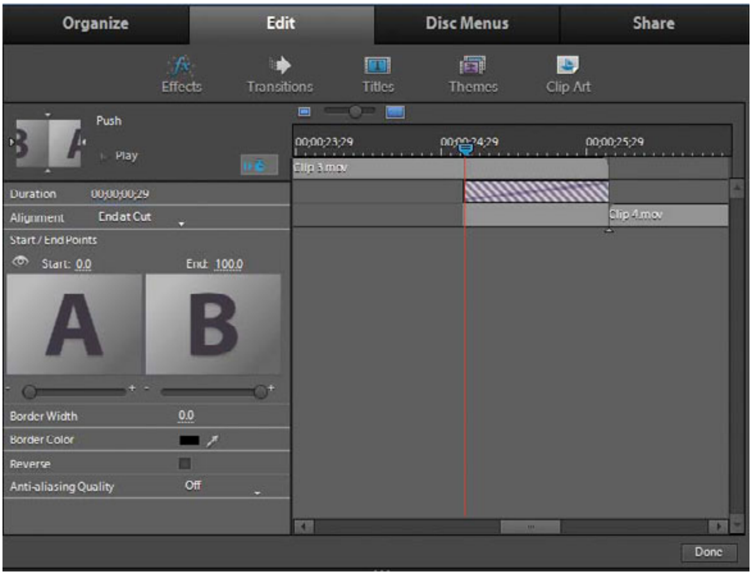
3 In the Monitor panel, position the current-time indicator a few frames before the transition. Press the spacebar to view the transition. The Push transition will push the first clip off to the side. After the transition ends, press the spacebar to stop playback.


Clip 3.mov
00;00;25;20

4 Select the Push transition in the Sceneline, and then click the Edit Transition button (Edit Transition) in the lower-left corner of Transitions view. This will load the transition's parameters into Properties view where you can edit them.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Push
Play
Duration
00;00;00;29
Show Timeline

5 Click the Show Keyframes button ( ) at the top of Properties view to view a magnified version of your Timeline. This enables you to view the transition as it is applied between your two clips. If necessary, resize the Properties panel or just its Timeline to better see this Timeline.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Push
Play
00;00;23;29
00;00;24;29
00;00;25;29
Clip 3.mov
Clip 4.mov
A
B
Done

Duration 00;00;00;29

Alignment End at Cut

Start / End Points

Start: 0.0 End: 100.0

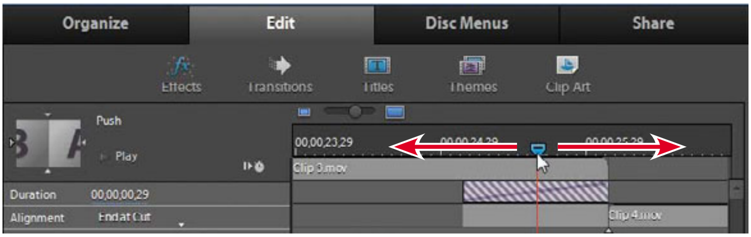
Border Width 0.0

Border Color

Reverse

Anti-aliasing Quality Off

6 In the Timeline of Properties view, drag the current-time indicator back and forth over the transition to preview your transition effect.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Push
Play
00;00;23;29
00;00;24;29
00;00;25;29
Clip 3.mov
Clip 4.mov

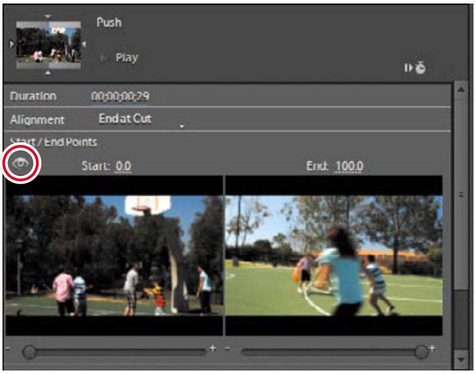
Duration 00;00;00;29

Alignment End at Cut

Stay in this window. You will now modify your transition's settings.

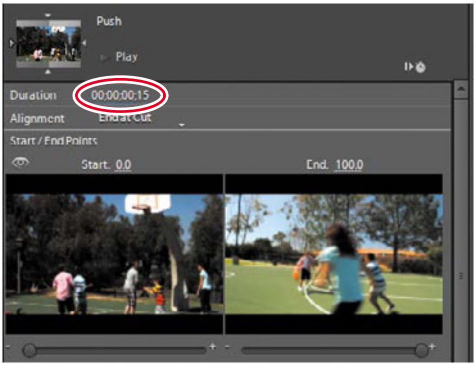
Modifying Transition Settings

All transitions have default settings. To achieve specific results, you can customize the settings in Properties view. Modifying the length of a transition is easy, as you will see in this exercise. You'll adjust the transition using the actual clip, so click the Show Actual Sources (👁) icon just below Start/End Points before getting started.



Duration 00;00;00;29
Alignment End at Cut
Start / End Points
Start: 0.0
End: 100.0

1 To change the length of a transition in Properties view, place your pointer over the Duration value, and then drag to the left to change the Duration to 00;00;00;15 (15 frames). Remember that there are 30 frames in one second of NTSC video; therefore, 15 frames represent a half second of time. For a small preview of the adjusted transition, click the Play button immediately above the Duration field. This converts to a Stop button once pressed, and you can click Stop to end the preview.



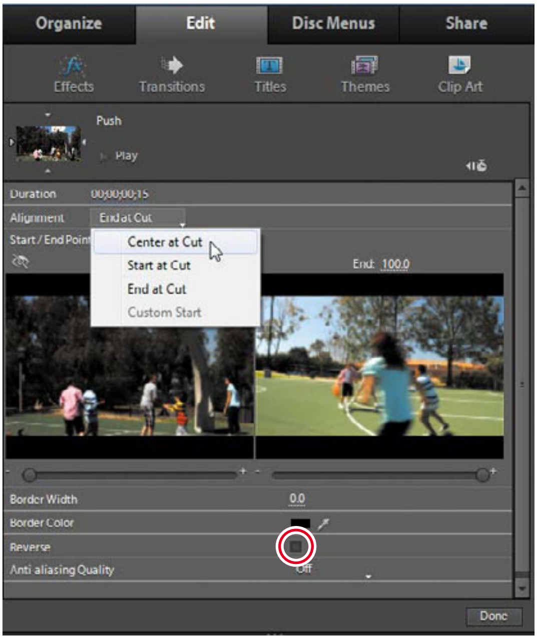
Duration 00;00;00;15
Alignment End at Cut
Start / End Points
Start: 0.0
End: 100.0

Note: On both my Mac and Windows computers, I had to choose 00;00;00;16 in the Duration field for Premiere Elements to input 00;00;00;15. No biggie, but I didn't want you to drive yourself nuts trying to dial in the right number.

2 For a big-screen preview, drag the current-time indicator—in either the Monitor panel or Properties view—to a position before the Push transition, and press the spacebar to preview the transition. After the transition ends, press the spacebar to stop playback. If you should accidentally click the track area of your Sceneline, you will deselect the transition and its parameters will vanish from Properties view. Don't worry; just click the transition in your Sceneline to select it again and display its parameters in Properties view.

Note: If you don't see all the controls in the Transition Properties panel, expand the panel to make it wider.

3 In Properties view, click the Alignment drop-down list to view the options. Note that you can set the transition to start at the cut between the two clips (Start at Cut) or end at the cut between the two clips (End at Cut), or position it at the center of the cut (Center at Cut). Experiment with these settings to get a feel for the different looks they create, but choose Center at Cut before moving on to step 4.


Duration 00;00;00;15

Alignment End at Cut

End: 100.0

Border Width 0.0

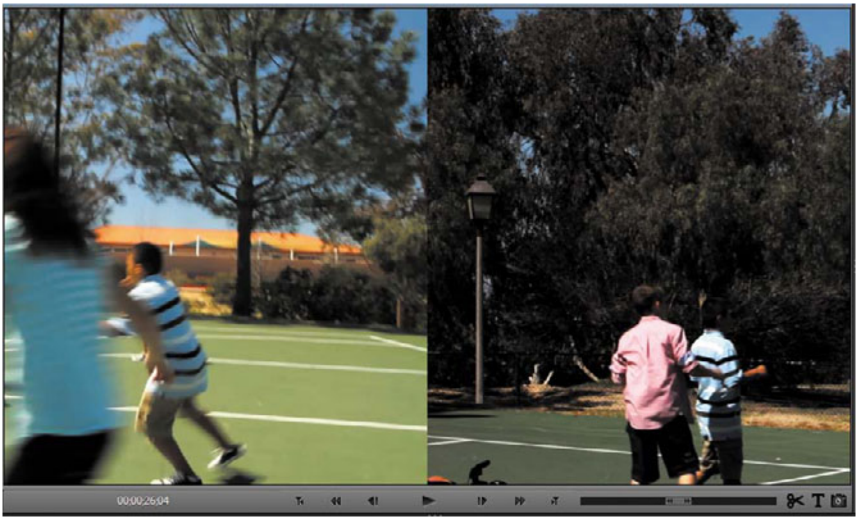
Anti aliasing Quality Off

4 In Properties view, select the Reverse check box (see the circled item in the preceding figure). This reverses the transition so that the second clip now pushes the first clip to the left. Depending on the size of your monitor, you may need to scroll down and resize Properties view or its Timeline to see this check box.

5 Click the Timeline button on the upper-left corner of the My Project panel to shift into Timeline mode. Zoom into the Timeline, if necessary, to see the transition.

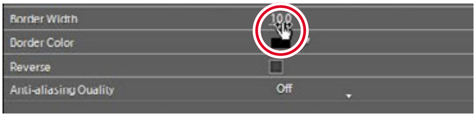
6 Drag your current-time indicator to approximately halfway through the transition, at roughly the 00;00;27;06 mark.

Because you're in the middle of the transition, your screen will be split in half. This makes it easier to preview the modifications you'll apply in the next steps.



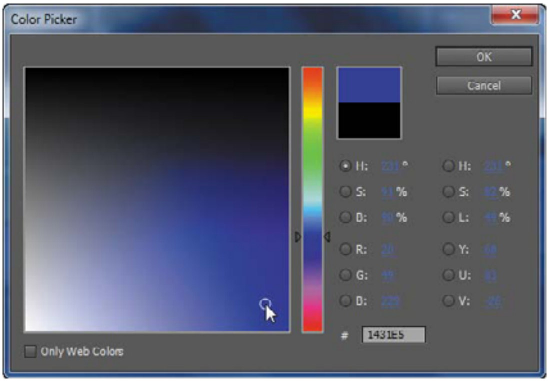
7 If necessary, scroll down Properties view to view the additional controls. Click the value for Border Width, type the number *10*, and then press Enter.

This creates a 10-pixel border on the edge of your transition. The default color of the border is black, but you can modify this as well.


Border Width 10.0
Border Color
Reverse ☐
Anti-aliasing Quality Off

8 Click the black color swatch next to the Border Color. This opens the Color Picker dialog.

9 In the color slider, which displays the spectrum of colors in a vertical strip, click in the blue hues.



1431E5

10 In the larger color spectrum, click the lower-right corner to select a medium blue.

11 Click OK to close the Color Picker dialog. The border of your transition is now 10 pixels wide and blue.

12 Drag your current-time indicator to a position before the transition, and then press the spacebar to play your modified transition. After the transition ends, press the spacebar to stop playback.

13 Choose File > Save As, name the file *Lesson07_Work.prel* in the Save Project dialog, and then click Save to save it in your Lesson07 folder.

Replacing a Transition

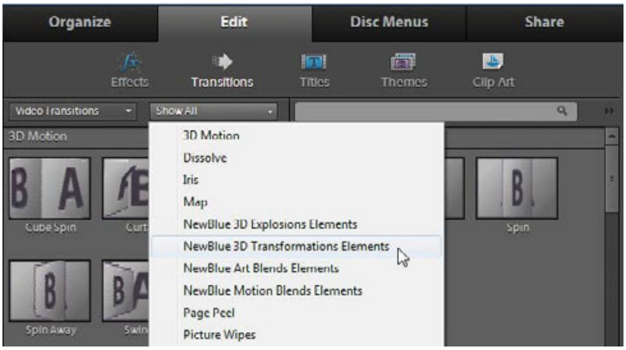
Replacing an existing transition between two clips is done in essentially the same way as adding a new transition: Simply drag the transition from the Media panel onto the existing transition in the Sceneline. You can do this repeatedly to compare the effects of different transitions.

To practice adding and replacing transitions—this time using the Timeline—you will now apply a Checker Board transition between Clip 2.mov and Clip 3.mov, and then replace it with an Iris Diamond transition.

1 In the My Project panel, click the Timeline button. If necessary, use the Zoom controls and scroll your view so that the aforementioned clips are visible.

2 Press the Page Up and Page Down keys to position the current-time indicator at the edit line between the two clips. You might want to click the Zoom In tool (▣) to magnify the view at this edit line.

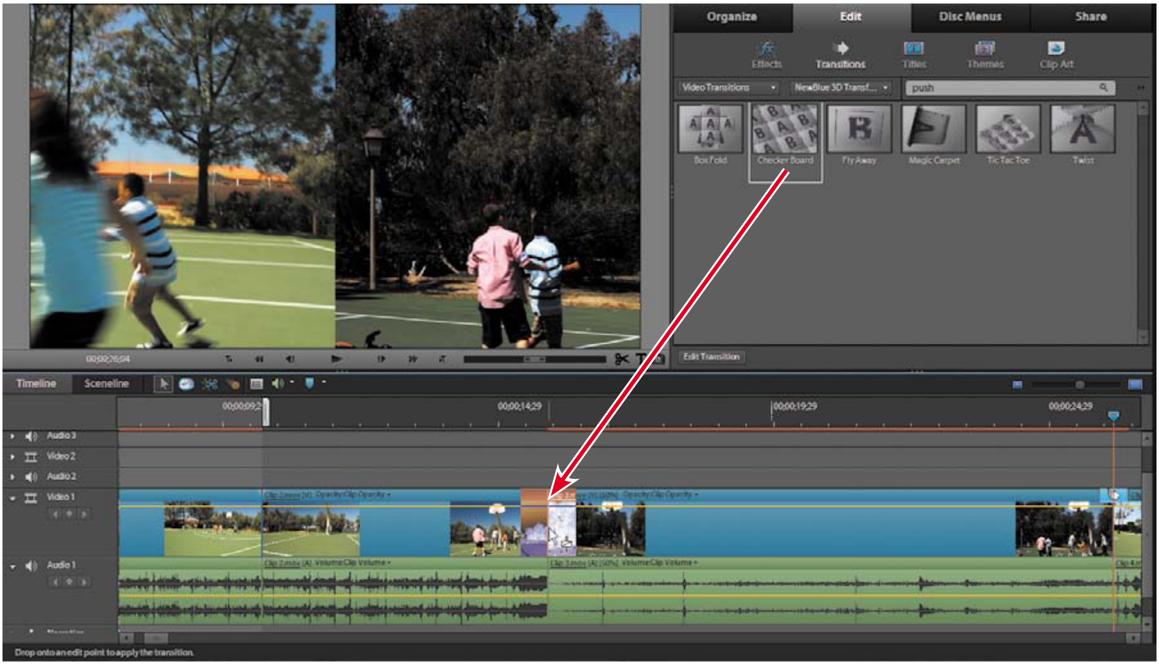
3 If necessary, click the Transitions button to open Transitions view in the Edit tab, and then click the Categories tag and choose NewBlue 3D Transformations Elements.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Video Transitions
Show All
3D Motion
3D Motion
Dissolve
Iris
Map
NewBlue 3D Explosions Elements
NewBlue 3D Transformations Elements
NewBlue Art Blends Elements
NewBlue Motion Blends Elements
Page Peel
Picture Wipes
Cube Spin
Curt
Spin
Spin Away
Swin

4 In this step and the following step, do not release the pointer until instructed. Drag the Checker Board transition over the edit line between Clip 2.mov and Clip 3.mov; do not release the pointer. Pay careful attention to the appearance of your pointer.

▷ **Tip:** For more information about transition alignment, search for "transition alignment options" in Premiere Elements Help.

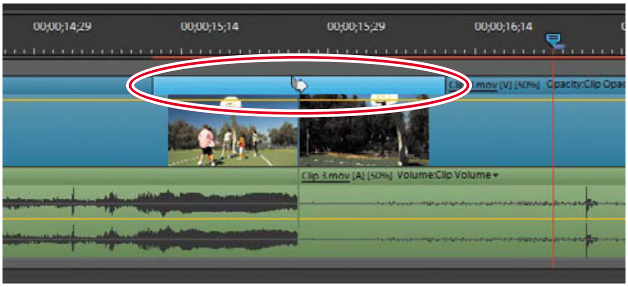
5 Move your pointer on top of the edit line between the two clips. Notice how your pointer changes to the Center at Cut icon ( ). Release the pointer to center the transition over the cut.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Video Transitions
NewBlue 3D Transf...
push
Box Fold
Checker Board
Fly Away
Magic Carpet
Tic Tac Toe
Twist
Edit Transition
Timeline
Sceneline
00;00;14;29
00;00;19;29
00;00;24;29
Audio 3
Video 2
Audio 2
Video 1
Audio 1
Drop onto an edit point to apply the transition.

Note: When working with transitions in the Timeline, you may need to zoom into the timeline using the zoom slider on the upper right of the Timeline to see the transitions close-up.

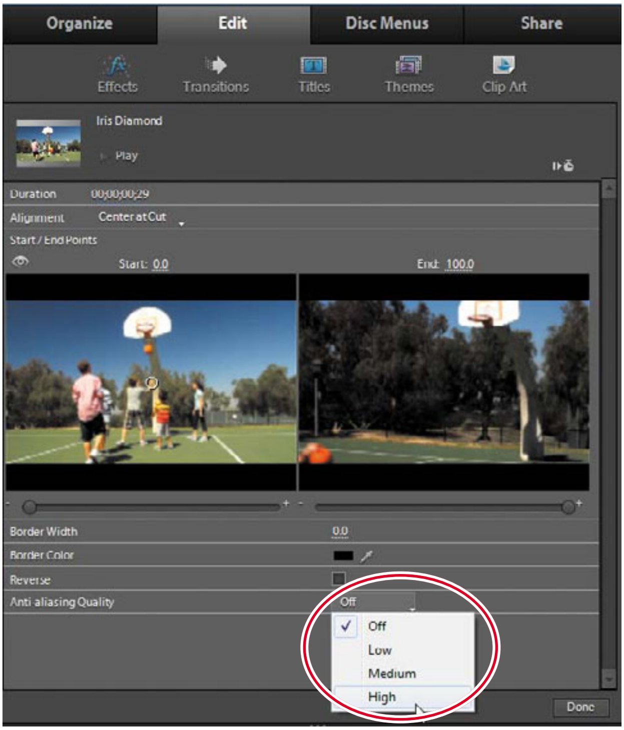
6 Preview the Checker Board transition by dragging your current-time indicator before the transition and then pressing the spacebar. When the transition is over, press the spacebar to stop playback.

Notice how the transition is represented by a swooshing arrow above the cut between the clips in the Timeline.


00;00;14;29
00;00;15;14
00;00;15;29
00;00;16;14

7 In Transitions view, select the Iris Diamond transition in the Iris category and drag it on top of the Checker Board transition in the Timeline to replace it. You can have only one transition between two clips.

8 Preview the new transition by dragging the current-time indicator before the transition and pressing the spacebar to start playback. After the transition ends, press the spacebar to stop playback.



Duration 00;00;00;29
Alignment Center at Cut
Start / End Points
Start: 0.0
End: 100.0
Border Width 0.0
Border Color
Reverse ☐
Anti aliasing Quality Off

9 Select the Iris Diamond transition in the Sceneline, and then click the Edit Transition button (Edit Transition) in the lower-left corner of Transitions view.

This transition's parameters are loaded into Properties view where you can edit them.

10 Find the Anti-aliasing Quality control on the bottom of the Transition Properties view. Click the list box, and choose High, which will smooth rough edges in some regions of the wipe.

Note: Anytime you insert a transition with diagonal lines, ovals, or other edges that aren't exactly vertical or horizontal, jagged edges can appear, particularly in standard definition (SD) clips. Smooth them out with the Anti-aliasing Quality control used in this exercise.

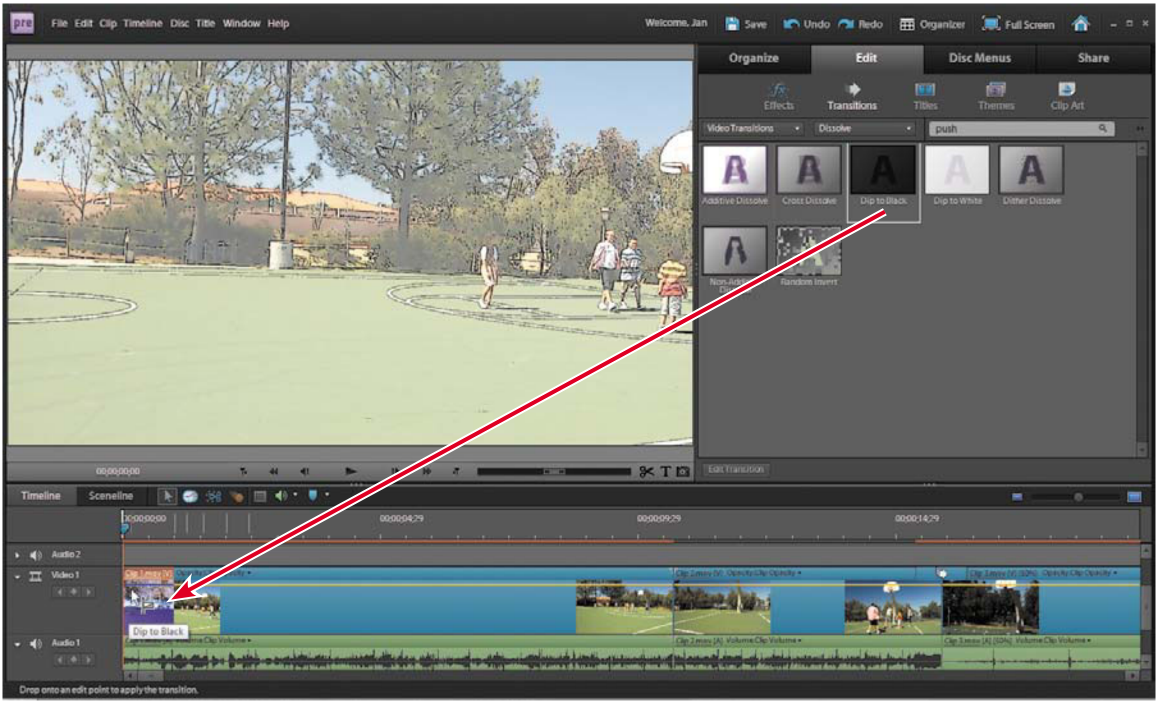
Adding a Single-sided Transition to Create a Fade-in

Transitions do not necessarily need to be located between two clips. For example, you can quickly add a fade-in and fade-out to the beginning and end of your movie.

1 If you're not already in Timeline view, in the My Project panel, click the Timeline button. Press the Home key to position the current-time indicator at the beginning of the first clip.

2 In the Transitions view of the Edit tab, select the Dissolve transition category.

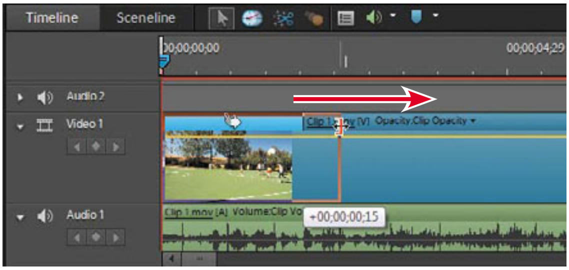
3 Drag the Dip to Black transition from the Transitions view to the beginning of Clip 1.mov on the Video 1 track.


File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Video Transitions
Dissolve
push
Additive Dissolve
Cross Dissolve
Dip to Black
Dip to White
Dither Dissolve
Non-Additive Dissolve
Random Invert
Edit Transition
Timeline
Sceneline
Audio 2
Video 1
Audio 1
Dip to Black

Drop onto an edit point to apply the transition.

4 Press the spacebar to play the transition. The beginning of the transition starts at black and then fades into the video. After the transition ends, press the spacebar to stop playback.

5 To extend the duration of these transitions by a half second, grab the right edge of each transition box one at a time, and drag it to the right until the text box next to the drag pointer indicates that you've added 00;00;00;15. Release the pointer.


Timeline
Sceneline
00;00;00;00
00;00;04;29
Audio 2
Video 1
Clip 1.mov [V] Opacity:Clip Opacity
Audio 1
Clip 1.mov [A] Volume:Clip Vo
+00;00;00;15

6 Save your project as *Lesson07_End.prel*.

GPU (Graphics Processing Unit) Transition Effects

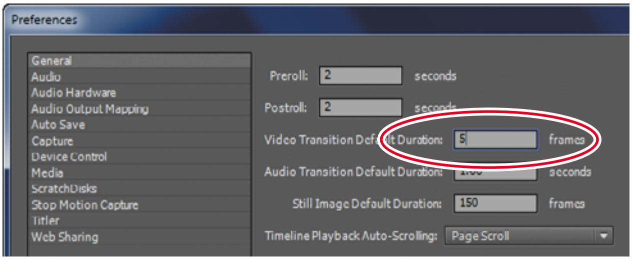
Premiere Elements comes with many GPU-accelerated transitions, including Card Flip, Center Peel, Page Curl, Page Roll, and Sphere. You can find all of them in the GPU Transitions menu in the Transitions view. These transitions take advantage of the added video processing capabilities offered by video display cards that have Graphics Processing Unit (GPU) chips. These display cards help with graphics acceleration, so transitions can be previewed and rendered more quickly than by the CPU alone. If you have a display card that supports DirectX 9.x, Pixel Shader (PS) 1.3 or later, and Vertex Shader 1.1 or later, you can use the GPU-accelerated transitions. They are visible only if you have a card with a GPU, and they reside in the Video Transitions folder in the Transitions view.

—From Adobe Premiere Elements Help

Applying the Default Transition to Multiple Clips

There's no rule that says you need to use transitions between all clips in your movies. However, rather than using cuts between clips, many producers insert very short cross-dissolve transitions between clips to smooth out any visual jarring between the clips. A feature in Premiere Elements makes this very simple to do. In this exercise, you'll start by changing the duration of the default transition and then applying it to multiple clips simultaneously.

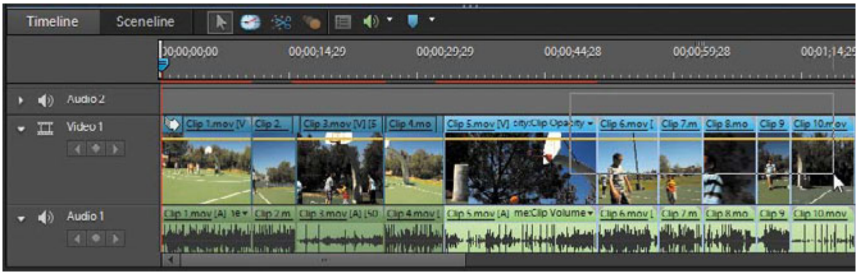
1. Choose Edit > Preferences > General (Windows) or Adobe Premiere Elements 9 > Preferences > General (Mac OS) to open the Preferences panel.
2. Highlight the number in the Video Transition Default Duration box to make it active, type in *5*, and press Enter.



Preroll: 2 seconds
Postroll: 2 seconds
Video Transition Default Duration: 5 frames
Audio Transition Default Duration: 1.00 seconds
Still Image Default Duration: 150 frames
Timeline Playback Auto-Scrolling: Page Scroll

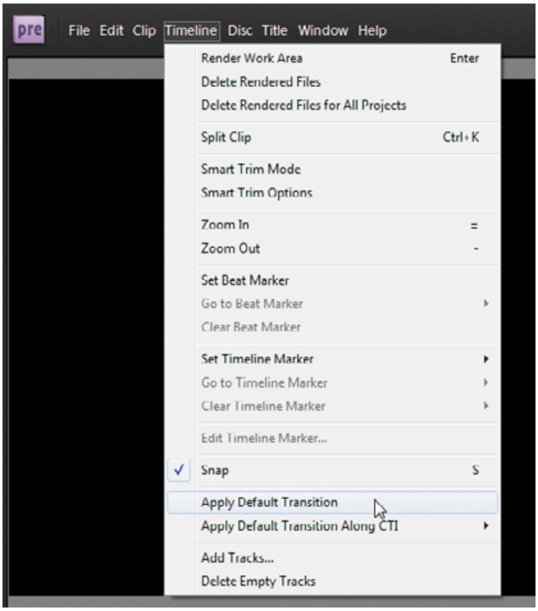
3. Click OK to close the Preferences panel.
4. If you're not already in Timeline view, in the My Project panel, click the Timeline button. Press the Backslash (\) key to display the entire contents of the project in the Timeline.

5 Drag to select Clip 5.mov through Clip 10.mov on the Timeline.


Timeline
Sceneline
00;00;00;00
00;00;14;29
00;00;29;29
00;00;44;28
00;00;59;28
Audio 2
Video 1
Audio 1
Clip 1.mov
Clip 2
Clip 3.mov
Clip 4.mo
Clip 5.mov
Clip 6.mov
Clip 7.m
Clip 8.mo
Clip 9
Clip 10.mov

6 In the Premiere Elements menu, choose Timeline > Apply Default Transition.

7 Click OK if the “Insufficient media” error message appears. This appears because you’re using short, mostly untrimmed clips in this exercise; you shouldn’t see this message too often in your own projects.


pre
File
Edit
Clip
Timeline
Disc
Title
Window
Help
Render Work Area Enter
Delete Rendered Files
Delete Rendered Files for All Projects
Split Clip Ctrl+K
Smart Trim Mode
Smart Trim Options
Zoom In =
Zoom Out -
Set Beat Marker
Go to Beat Marker
Clear Beat Marker
Set Timeline Marker
Go to Timeline Marker
Clear Timeline Marker
Edit Timeline Marker...
✓ Snap S
Apply Default Transition
Apply Default Transition Along CTI
Add Tracks...
Delete Empty Tracks

Note: You can also copy and paste a transition to multiple clips by copying the transition, selecting the target clips, and pasting the transition on the selected clips.

8 Premiere Elements applies the default transition between all selected clips. In practice, if you applied the default transition to clips with existing transitions, Premiere Elements would replace the transitions but wouldn’t change the duration of the previously inserted transitions, which you’d have to adjust manually if you wanted them to match that of the newly inserted clips.

9 Drag the current-time indicator around the project and preview the transitions. You’ll notice that the effect is subtle but smoothes the flow from clip to clip.

Making Transitions Work in Your Movie

Now that you know the how of transitions, let's spend a bit of time discussing the when and why. Although there are few absolutes about the art of transitions, your productions will benefit by incorporating these two concepts into your creative decisions.

But recognize that you don't need to include a transition between each and every clip in your movies. If you watch a Hollywood movie, for example, you'll see that noticeable transitions (that is, those longer than four or five frames) are seldom used between clips *within a scene* but are often used *between scenes.*

Why? Because the transition lets the viewer know that there's been a change in time or location. That is, if a scene jumped from a kitchen at night to the backyard the next day, simply jumping from scene to scene would confuse the viewer. You can imagine the viewer saying, "Hey, what happened here? One second they were in the kitchen drinking milkshakes at night, and the next second they were playing dodgeball in the yard in sunlight." However, if the editor inserts a fade to black between the two scenes, the viewer understands that there is a change of time or location.

Within the context of the basketball project, there are two distinct scenes—the videos and the slide show. These would be the natural locations for noticeable transitions within this project. You inserted the Dip to Black at the start of the clip in this chapter, and in the project going forward, you'll notice the same transition between the video and the slide. These transitions are all one-second long, so they're meant to be noticed. The dissolves between movie clips are all five frames, which is one-sixth of a second. You may recall that the transitions you inserted in the slide show back in Lesson 5 were all one-second long as well, which worked because each slide was like a separate scene.

The other location where you might want a noticeable transition is when you advance from Clip 2.mov to Clip 3.mov. Here, you'll go from full speed to a half-speed instant replay. You'll highlight that with a title in Chapter 9, but the transition helps as well.

Of course, with family videos, your goal is to produce smiles, not to win an Academy Award. If you'd like to use transitions as content rather than in their traditional role, feel free to add as many as you'd like, anywhere you'd like. Just be sure to consider the following rule.

When using transitions, you should match the tone of the transition to the tone of the movie. In a fun, family video like a trip to the zoo or other vacation, you could use any transition that Premiere Elements offers—in some cases, the zanier the better. This is why highly noticeable transitions are used frequently in children's shows like *Barney & Friends* or *The Wiggles.*

On the other hand, when shooting a solemn event—say, a wedding or graduation—the tone is usually much more serious. In these instances, you'd probably want to use only cross dissolves or the occasional Dip to Black transition to maintain that tone.

Exploring on Your Own

My compliments; that's another lesson well done! You've discovered how transitions can make your projects more professional looking by adding continuity between clips. You've learned about placing, previewing, modifying, and rendering different transitions, as well as applying them en masse.

As you continue to edit with transitions, you'll get a better idea of how to use them to enhance the tone or style of your project. The best way to develop that style is by trying different transitions and discovering how they affect your movie. So here's your task list for further experimentation.

1. Make the changes discussed in "Making Transitions Work in Your Movie" to your project.
2. Experiment with different transitions; preview their animated icons in Transitions view. Remember that dragging a transition onto an existing transition will replace it.
3. Be sure that you're comfortable modifying the default parameters of your transitions. One by one, select the transitions you've added and explore their settings in Properties view.

Review questions

1 Where are Video Transitions located, and what are two ways to locate specific transitions?

2 How do you modify transitions?

3 How can you extend the duration of a transition?

4 How can you apply a transition to multiple clips simultaneously?

Review answers

1 Video Transitions are located in Transitions view, which you can access at anytime from your Edit workspace. You can browse for individual transitions, which are organized in categories and by transition type. Additionally, you can find a specific transition by typing its name or part of its name into the search field in Transitions view.

2 Click the transition you want to modify to select it, and then choose Edit Transition in Properties view.

3 One method of extending the duration of a transition is to change its length in Properties view. Select the transition in the Sceneline to access its properties. You can also change the duration of a transition by dragging its edges in the Timeline of the My Project panel.

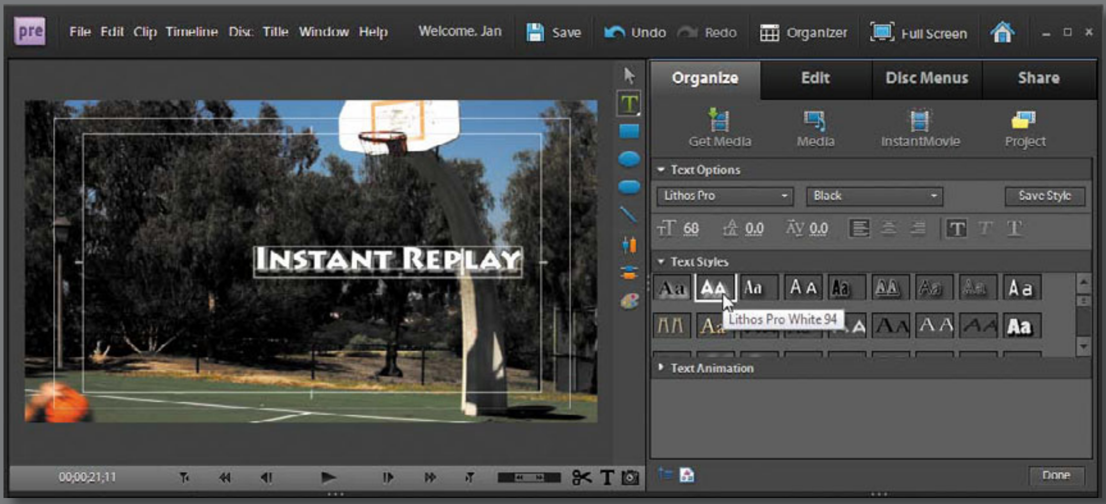
4 Two techniques can be used: One is to select multiple clips on the Timeline and choose Timeline > Apply Default Transition. Premiere Elements will insert the default transition between all selected clips. You can also copy a previously applied transition, select multiple clips on the Timeline, and then paste the transition onto any selected clip.

8 TITLES AND CREDITS

In this lesson, you'll learn how to create original titles and rolling credits for a movie about some kids shooting hoops. You'll be adding still titles and rolling titles, placing images, and using the drawing tools in the Monitor panel. Specifically, you'll learn how to do the following:

- Add and stylize text
- Superimpose titles and graphics over video
- Create and customize rolling titles
- Use title templates

This lesson will take approximately two hours.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InstantMovie
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Lithos Pro
Black
Save Style
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0.0
Text Styles
Lithos Pro White 94
Text Animation
00;00;21;11
Done

Creating an overlay title in Adobe Premiere Elements.

Working with Titles and Title-editing Mode

Within Adobe Premiere Elements, you can create custom graphics and titles. When you add a title over one of your video clips, it's also added to your Project view as a new clip. As such, it's treated much like any other clip in your project. It can be edited, moved, deleted, and have transitions and effects applied to it.

Premiere Elements allows you to create original titles using text, drawing tools, and imported graphics. However, to help you quickly and easily add high-quality titles to your project, Premiere Elements also provides a number of templates based on common themes such as Sports, Travel, and Weddings.

Getting Started

To begin, you'll launch Premiere Elements and open the Lesson08 project file. Then you'll review a final version of the project you'll be creating.

1 Before you begin, make sure that you have correctly copied the Lesson08 folder from the DVD in the back of this book onto your computer's hard disk. See "Copying the Classroom in a Book Files" in the Getting Started section at the beginning of this book.

2 Launch Premiere Elements and click the Open Project button in the Welcome screen. If necessary, click Open in the menu that appears. If Premiere Elements is already open, choose File > Open Project.

3 Navigate to your Lesson08 folder and select the project file Lesson08_Start_Win.prel (Windows) or Lesson08_Start_Mac.prel (Mac OS). Click the Open button to open your project. If a dialog appears asking for the location of rendered files, click the Skip Previews button. The Premiere Elements work area appears with the Edit workspace selected in the Tasks panel.

4 The project file opens in Properties view and the Media, Monitor, and My Project panels in view. Choose Window > Restore Workspace to ensure that you start the lesson with the default panel layout.

Viewing the Completed Movie Before You Start

To see what you'll be creating as your first project in this lesson, you can play the completed movie.

1 In the Organize tab of the Tasks panel, click the Project button (Project). In Project view, locate the file Lesson08_Movie.mov, and then double-click it to open the video into the Preview window.

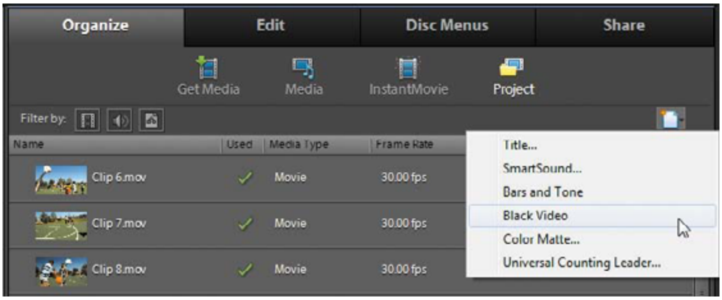
2 In the Preview window, click the Play button (►) to watch the video of some kids shooting hoops, which you'll continue to build in this lesson.

3 After watching the complete movie, close the Preview window by clicking the Close button (✖) in the upper-right corner of the window.

Creating a Simple Title

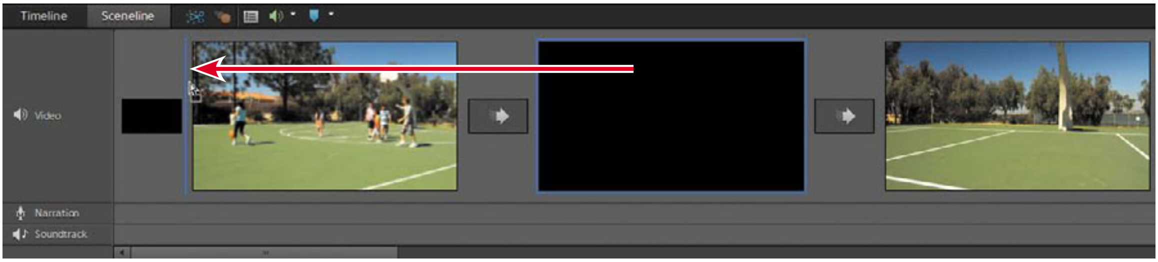
You can add titles to your movie—whether simple still titles, advanced titles with added graphics, or styled text scrolling across the screen horizontally or vertically—directly in the Monitor panel of Premiere Elements. To begin, you'll create a basic still title. Working with the hoops project, you'll add a title clip at the beginning of the movie. But first you'll add a few seconds of black video over which you can then type the title text.

1 In the Sceneline of the My Project panel, click the first clip to select it. In the upper-right corner of Project view, click the New Item button (📄), and then choose Black Video from the menu that appears.


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Title...
SmartSound...
Bars and Tone
Black Video
Color Matte...
Universal Counting Leader...

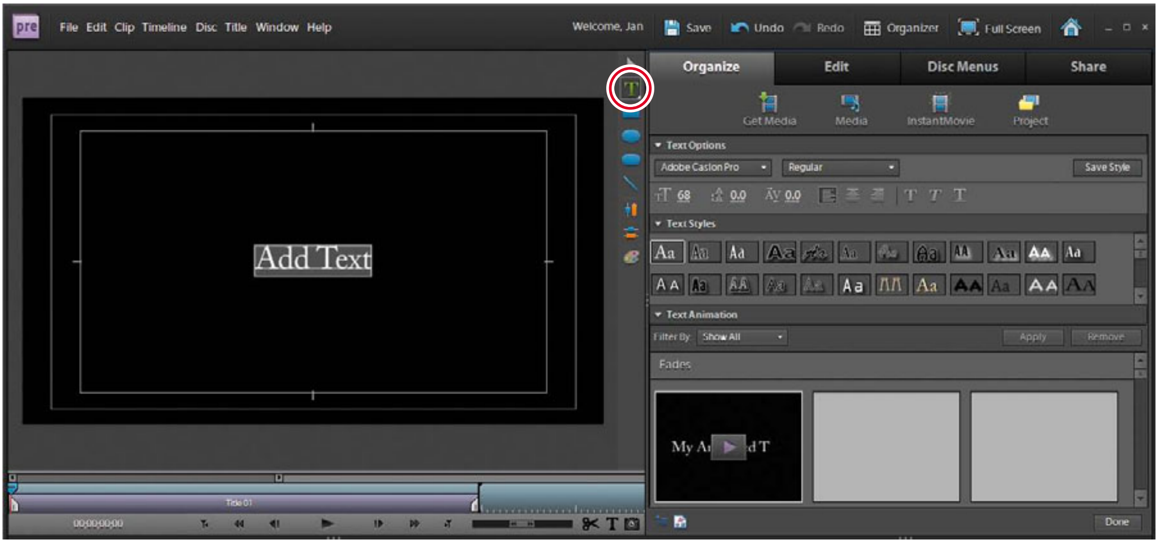
Name	Used	Media Type	Frame Rate
Clip 6.mov	✓	Movie	30.00 fps
Clip 7.mov	✓	Movie	30.00 fps
Clip 8.mov	✓	Movie	30.00 fps

2 Premiere Elements inserts a five-second black video clip after the first clip in the Sceneline. To move the black video clip to the beginning of the movie, drag it to the left of the first clip in the Sceneline.


Timeline
Sceneline
Video
Narration
Soundtrack

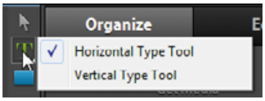
3 With the black video still selected in the Sceneline, choose Title > New Title > Default Still. Premiere Elements places the default title text over the black video in the Monitor panel and switches to title-editing mode. In the mini-timeline

of the Monitor panel, notice the bluish-gray-colored clip representation for the new title clip that's placed on top of the lavender-colored clip representation for the black video clip. Also, notice the text and drawing tools now visible on the right side of the Monitor panel, and the text options, text styles, and text animation choices accessible from Properties view.

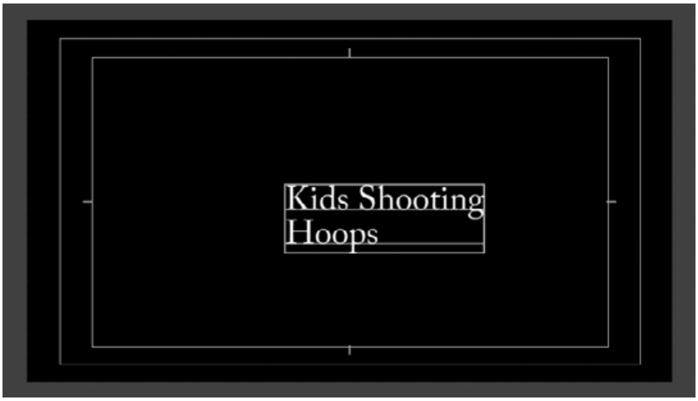

pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Text Options
Adobe Caslon Pro
Regular
Save Style
68
0.0
0.0
Text Styles
Text Animation
Filter By
Show All
Apply
Remove
Fades
My A d T
Add Text
Title 01
00;00;00;00
Done

Note: In the Type Tool button, the Horizontal Type tool is grouped with the Vertical Type tool. To switch between the two, click and hold the Tool button, and then choose from the menu that appears.

4 The Horizontal Type tool should be selected by default. If it's not, click the Type Tool button (T) to the right of the Monitor panel to select it now.

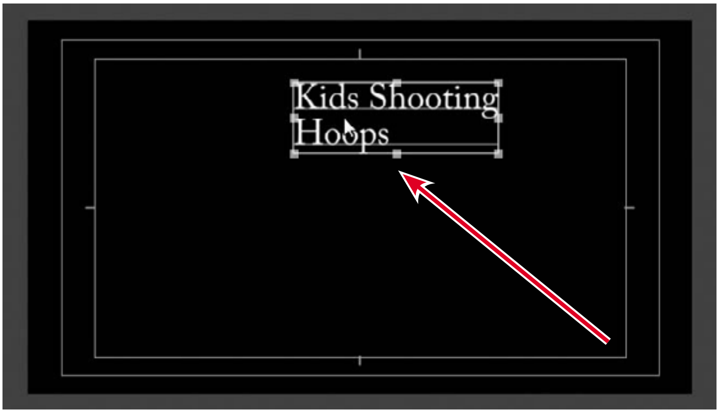

Organize
Horizontal Type Tool
Vertical Type Tool

5 Click in the text box and drag your pointer over the default text to select it. Type the words *Kids Shooting*, and then press the Enter/Return key to create a new line. Next, type the word *Hoops*.


Kids Shooting
Hoops

6 To reposition your text, click the Selection tool ( ) in the upper-right corner of the Monitor panel, and then click anywhere inside the text to select the text block. Drag to reposition the text so it appears centered in the upper third of your title window. Two white margins display in the title window. These are referred to as the title-safe and action-safe margins. Stay within the inner margin (title-safe) while repositioning your text. Don't worry about the exact position for now; you'll reposition the text later in this lesson.

▷ **Tip:** You can add multiple text entries to a single title, or you can create multiple titles, each containing unique text strings.



7 Choose File > Save As. In the Save As dialog, name the file *Lesson08_Work.prel*, and then click Save to save it in your Lesson08 folder.

Premiere Elements treats basic titles, such as the one you just created, like still image files. After you've created a title, an image file is automatically added to your Project view. In this case, the new title was superimposed over the black video clip at the beginning of the movie, but as you'll see, you can also place it over any other clip in your movie. After creating and adding a title to the project, you can change text or its appearance at any time.

Modifying Text

After entering your title text, you can adjust text appearance, much like in a word processor or page layout program. In this exercise, you'll learn how to adjust the alignment of your type as well as its style, size, and color.

Changing the Text Alignment, Style, and Size

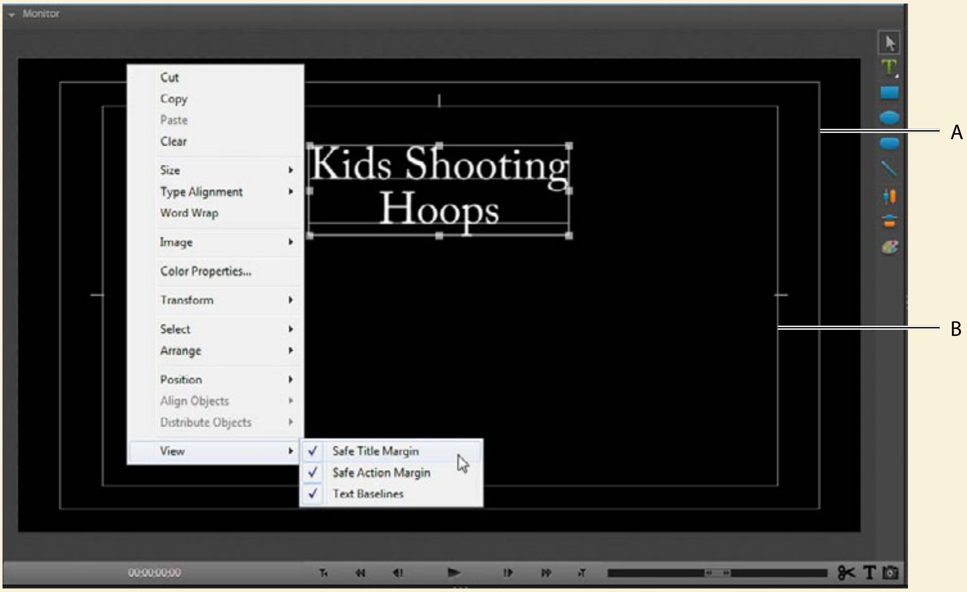
To begin, let's switch over to the Timeline, so you can see how Premiere Elements displays titles in that view.

Title-safe and Action-safe Margins

The title-safe and action-safe margins visible in the Monitor panel when you're in title-editing mode designate the title's visible safe zones. These margins are visible by default.

Safe zones are useful when producing DVDs or other video that will be viewed on a traditional TV set rather than on your computer. That's because when displaying video, most consumer TV sets cut off a portion of the outer edges of the picture, which is called overscan. The amount of overscan is not consistent across TVs, so to ensure that everything fits within the area that most TVs display, keep text within the title-safe margins and keep all other important elements within the action-safe margins.

If you're creating content for computer-screen viewing only, the title-safe and action-safe margins are irrelevant because computer screens display the entire image.

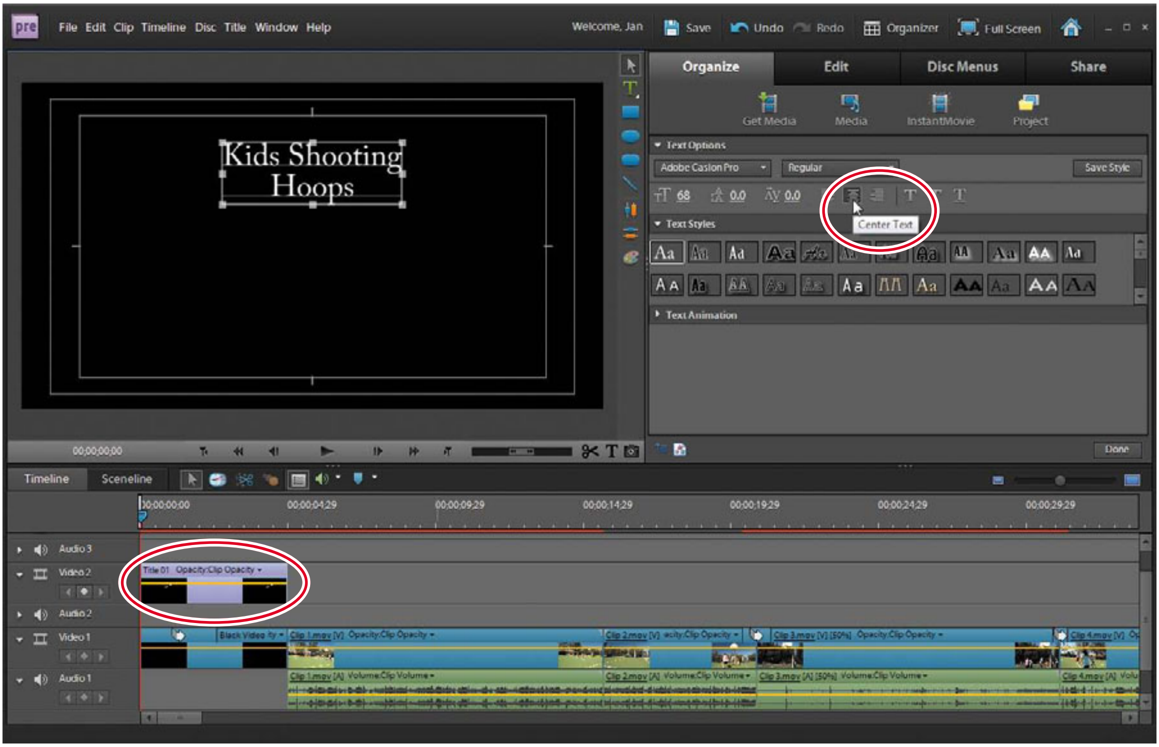

Monitor
Cut
Copy
Paste
Clear
Size
Type Alignment
Word Wrap
Image
Color Properties...
Transform
Select
Arrange
Position
Align Objects
Distribute Objects
View
✓ Safe Title Margin
✓ Safe Action Margin
✓ Text Baselines
Kids Shooting Hoops
00;00;00;00
A
B

A. Safe Action margin. **B.** Safe Title margin.

To turn title-safe and action-safe margins on or off, right-click inside the Monitor panel and choose View > Safe Title Margin or View > Safe Action Margin from the Monitor panel menu. The margin is visible if a check mark appears beside its name.

1 Click Timeline in the upper-left portion of the My Project panel to open Timeline view. In the Timeline, double-click the new title (Title 01), which should be on the Video 2 track.

2 To center the text in its text box, use the Selection tool ( ) to select the title text box, and then click the Center Text button ( ) located under Text Options in Properties view.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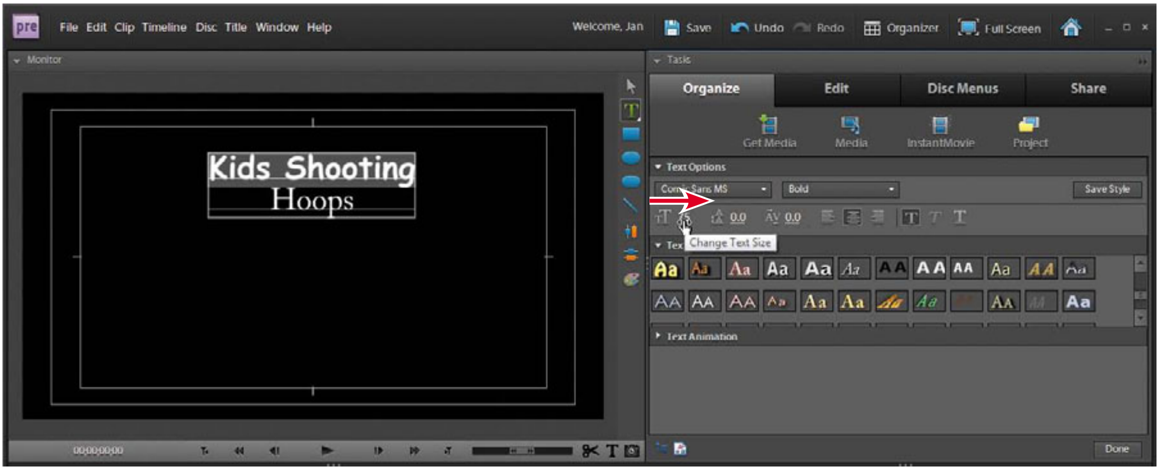
Audio 3
Video 2
Title 01 Opacity:Clip Opacity
Audio 2
Video 1
Black Video
Clip 1.mov [V] Opacity:Clip Opacity
Clip 2.mov [V]
Clip 3.mov [V] [50%] Opacity:Clip Opacity
Clip 4.mov [V]
Audio 1
Clip 1.mov [A] Volume:Clip Volume
Clip 2.mov [A] Volume:Clip Volume
Clip 3.mov [A] [50%] Volume:Clip Volume
Clip 4.mov [A]

3 In the Monitor panel, choose the Type tool and drag it in the text box to select the first line of text. Under Text Options in Properties view, choose ComicSans MS from the font menu and Bold from the style menu next to it. Choose another font and style if you don't have this font on your system.

4 With the first line of text still selected, to change the font size, *do the following*:

- Under Text Options in Properties view, place the pointer over the Size value ( ). The pointer will change to a hand with two black arrows ( ).

- Drag to change the Size value to 75. If you have difficulties getting a precise value by dragging, click the size value once, and then type *75* into the text field.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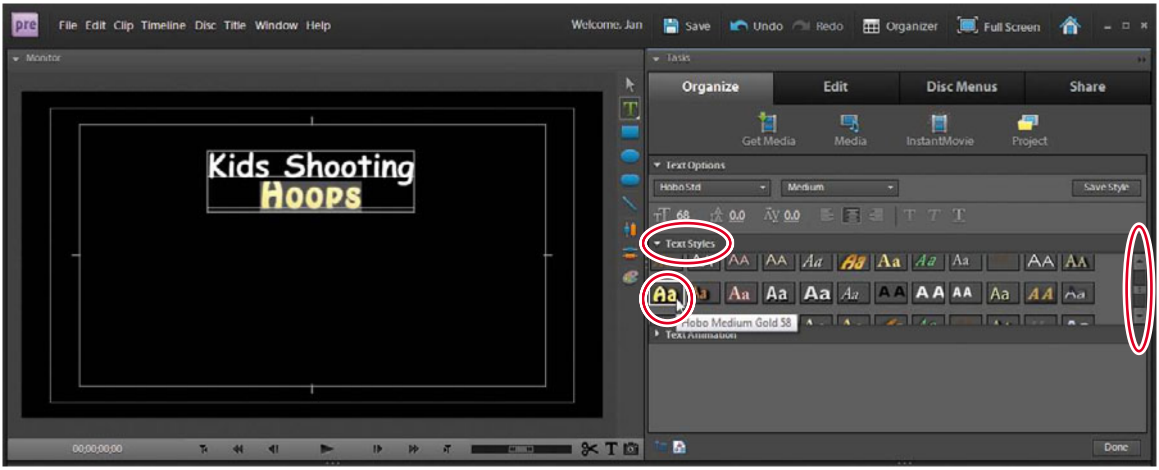
Project
Text Options
Comic Sans MS
Bold
Save Style
Change Text Size
Text Animation
Kids Shooting
Hoops
Done

5 In the Text Styles box, scroll down until you can see the Hobo Medium Gold 58 style. Then select the second line of text—the word “Hoops”—with the Type tool, and choose Hobo Medium Gold 58. This changes the text font and applies a drop shadow.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Medium
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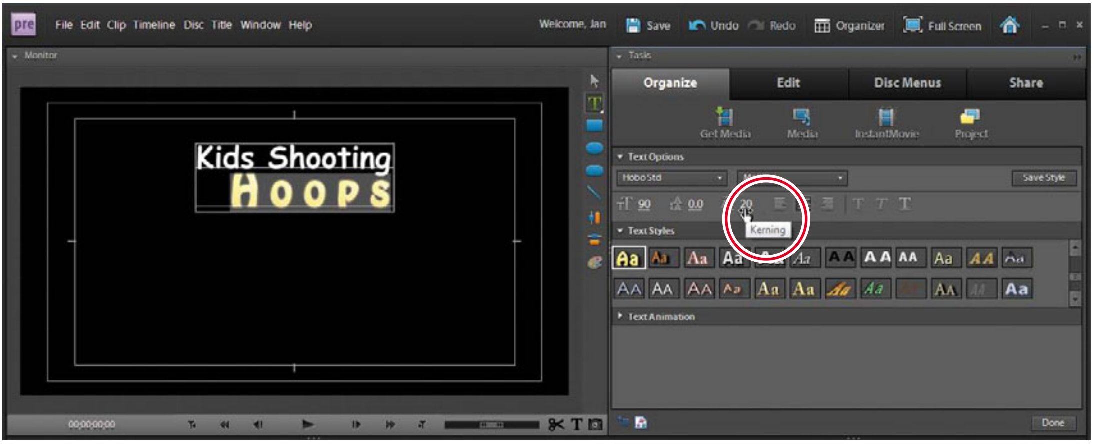
68
Text Styles
Hobo Medium Gold 58
Text Animation
Kids Shooting
Hoops
Done

▷ **Tip:** You can also change the size of text by selecting its text box and then dragging one of the anchor points. Hold down the Shift key as you are dragging to maintain a proportional height and width of the text box and the type therein.

6 With the word “Hoops” still selected, change the font size to 90, either by dragging the Size value to the right or by clicking the size value once and typing *90* into the text field.

7 Next, you'll spread the letters in the bottom line of text. Select "Hoops" with the Text tool, and *do the following*:

- Under Text Options in Properties view, locate the Kerning value next to the Kerning icon (AV). Position the pointer over the numerical value, and it will change to a hand with two black arrows (🖐).
- Drag the size value to 20. If you have difficulties getting a precise value by dragging, click the size value once, and then type *20* into the text field.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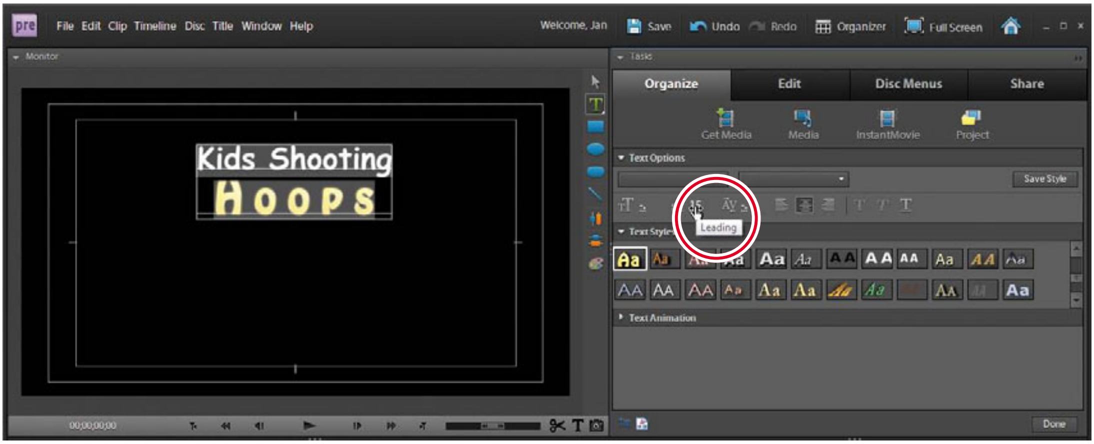
InstantMovie
Project
Text Options
Hobo Std
Save Style
90
0.0
20
Kerning
Text Styles
Text Animation
Kids Shooting
HOOPS
00;00;00;00
Done

8 Now you'll increase the spacing between the two lines of text. Select both lines of text with the Text tool, and *do the following*:

- Under Text Options in Properties view, place the pointer over the Leading value (A). The pointer changes to a hand with two black arrows (🖐).
- Drag the size value to 15. If you have difficulties getting a precise value by dragging, click the size value once, and then type *15* into the text field.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Media
InstantMovie
Project
Text Options
Save Style
15
Leading
Text Styles
Text Animation
Kids Shooting
HOOPS
00;00;00;00
Done

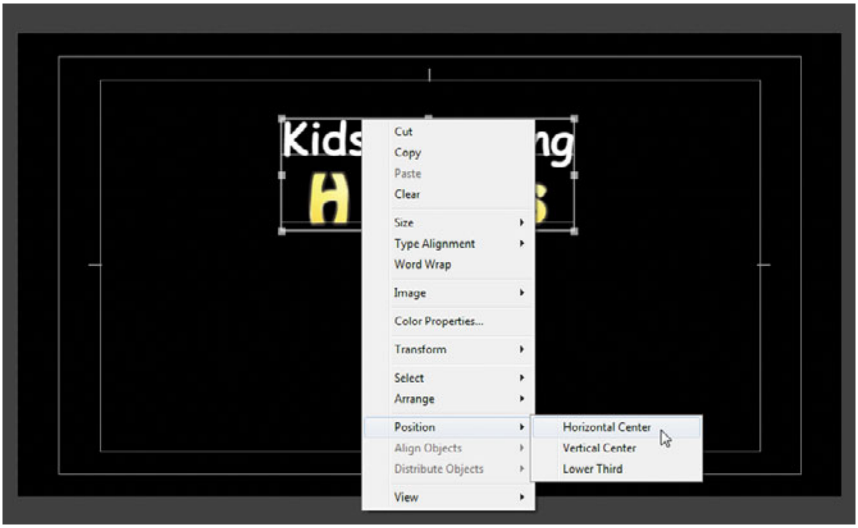
9 Choose File > Save to save your work.

Centering Elements in the Monitor Panel

At this point, your title probably isn't precisely centered horizontally within the frame. You can fix this manually, or you can let Premiere Elements do the work for you.

1 Using the Selection tool, click the text box to select it.

2 Choose Title > Position > Horizontal Center. Or, right-click the text box, and then choose Position > Horizontal Center. Premiere Elements centers the text box horizontally within the frame. Depending on how you positioned the box earlier in this lesson, you might see little or no change.


Kids
ng
Cut
Copy
Paste
Clear
Size
Type Alignment
Word Wrap
Image
Color Properties...
Transform
Select
Arrange
Position
Align Objects
Distribute Objects
View
Horizontal Center
Vertical Center
Lower Third

3 Choose File > Save to save your work.

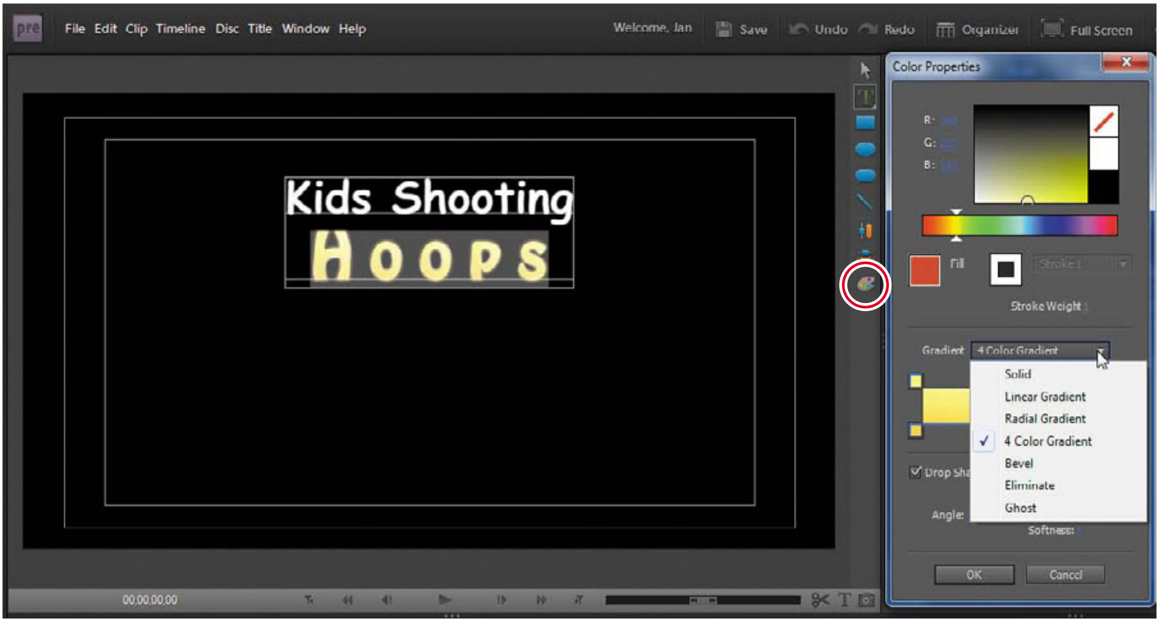
Changing the Color of Your Type

As you've seen, changing the style and size of your type is easy. You can change all text within a text box equally by first selecting the text box using the Selection tool and then applying the change. Or, you can restrict the change to portions of the text by selecting them using the Type tool. You will now change the color of the word "Hoops."

1 Select the Horizontal Type tool (T), and then drag over the word "Hoops" to highlight the text.

Next, you'll change the gradient of the type . Note that any changes you make will apply to only the selected type.

2 Click the Color Properties button ( ) at the bottom of the tool buttons in the Monitor panel to open the Color Properties dialog. In the middle of the dialog, note the Gradient list box. The title should currently be a 4 Color Gradient. This means that the gradient comprises the four colors in the boxes at the corners of the yellow rectangle beneath the gradient list box. Experiment with the different options in the list box, and notice how they change the appearance of the text. Return to the 4 Color Gradient. Next, you'll change the upper-left and lower-right corners of the gradient to basketball orange.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Redo
Organizer
Full Screen
Kids Shooting
Hoops
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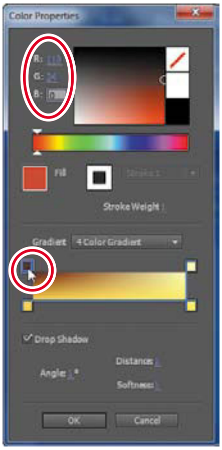
Color Properties
R:
G:
B:
Fill
Stroke 1
Stroke Weight
Gradient
4 Color Gradient
Solid
Linear Gradient
Radial Gradient
✓ 4 Color Gradient
Bevel
Eliminate
Ghost
☑ Drop Sha
Angle
Softness:
OK
Cancel


Color Properties
R:
G:
B:
Fill
Stroke 1
Stroke Weight
Gradient
4 Color Gradient
☑ Drop Shadow
Angle
Distance
Softness
OK
Cancel

3 Click the box on the top left of the gradient rectangle to select it. Then set the RGB values to R: *110*, G: *24*, and B: *0*. Then click the box on the lower right of the gradient rectangle to select it, and set the RGB values to R: *110*, G: *24*, and B: *0*.

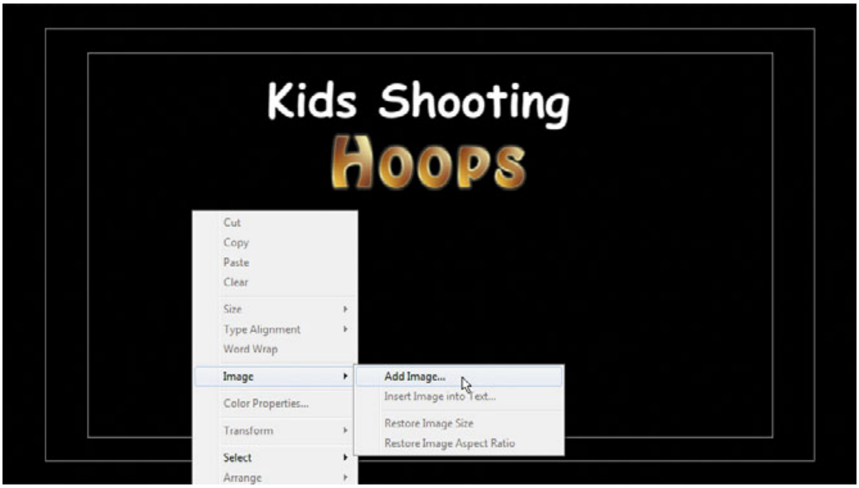
4 Click OK to close the Color Properties dialog. Use the Selection tool and click outside the text box in the Monitor panel to deselect the text and review your work.

5 Choose File > Save to save your work.

Adding an Image to Your Title Files

To add an extra element of depth and fun to your titles, you can import and insert images from any number of sources. For instance, you can use photos from your digital still camera as elements in your title file. In this exercise, you'll use a still image taken from a video clip and place it in the lower half of the title image.

1 With the Monitor panel still in title-editing mode, choose Title > Image > Add Image, or right-click the Monitor panel, and then choose Image > Add Image.

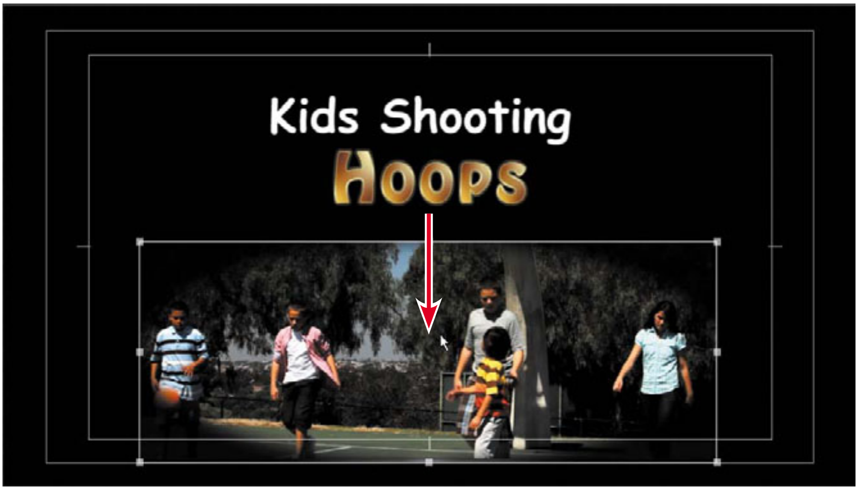

Kids Shooting
Hoops
Cut
Copy
Paste
Clear
Size
Type Alignment
Word Wrap
Image
Color Properties...
Transform
Select
Arrange
Add Image...
Insert Image into Text...
Restore Image Size
Restore Image Aspect Ratio

▷ **Tip:** If you have overlapping frames, you can change the stacking order by right-clicking on a selected frame and then using one of the Arrange commands from the context menu. To align multiple frames, select the frames you want to align, right-click, and then choose any of the Align Objects commands.

The file Open dialog appears. By default, the dialog may point you to the list of files in Premiere Elements Logos folder. These are the default images that were installed with the application. Feel free to use these in your other projects, whether from this book or otherwise.

2 In the Open dialog, navigate to the Lesson08 folder. Within that folder, select the file players.psd, and then click Open to import the image into your title.

3 The image appears stacked in front of the text box in your title. Use the Selection tool to drag the placed image downwards, making sure that the bottom of the image stays above the action-safe area (if this were text, you'd have to make sure it was within the title-safe zone).


Kids Shooting
Hoops

4 If you're unhappy with the size of the image you've inserted, drag any anchor point to resize the placed image. Hold down the Shift key while dragging to maintain the height and width proportions of the image.

5 Right-click the image, and choose Position > Horizontal Center.

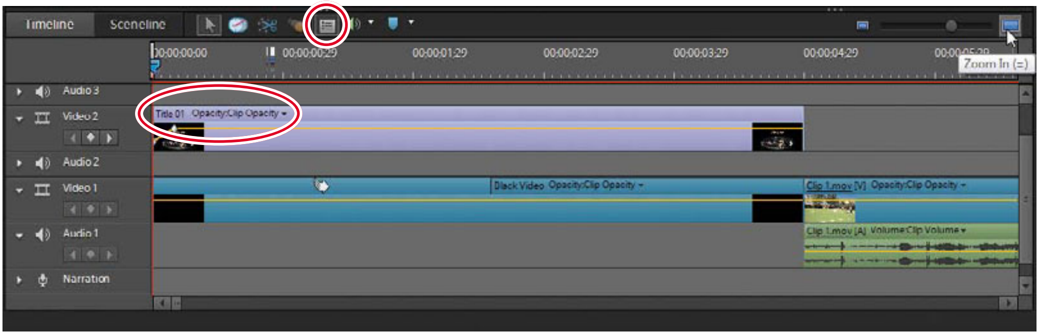
6 Choose File > Save to save your work.

Creating Fade-in and Fade-out Effects

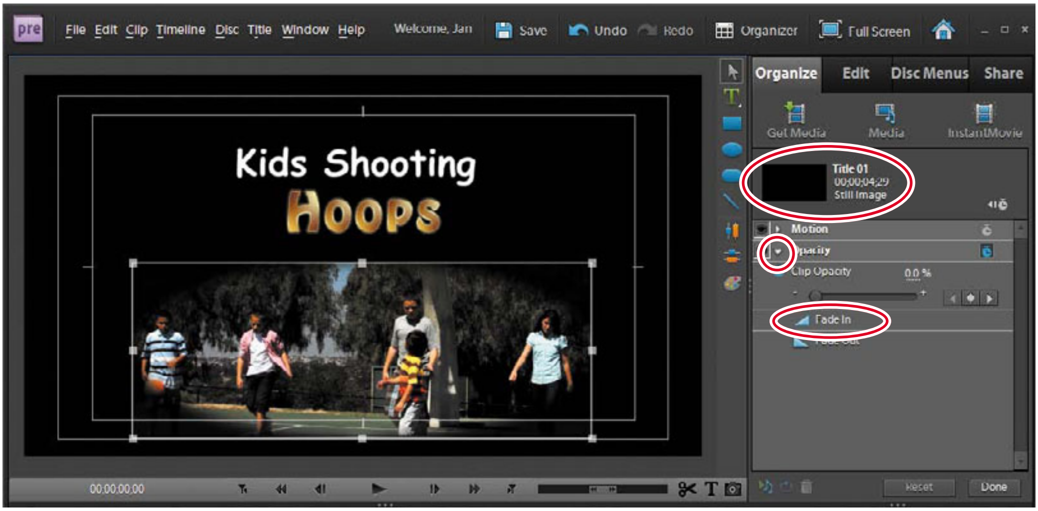
Any transition that you use on video clips can also be added to title clips. In this exercise, you'll add a fade-in and fade-out effect to the title clip.

1 In the Timeline view of the My Project panel, click Title 01, which should be on the Video 2 track. Click the Zoom In button to zoom into approximately the amount of detail shown in the following figure.

2 At the upper left of the My Project panel, click the Properties button (▤).


Timeline
Sceneline
00:00:00:00
00:00:00:29
00:00:01:29
00:00:02:29
00:00:03:29
00:00:04:29
Zoom In (=)
Audio 3
Video 2
Title 01 Opacity:Clip Opacity
Audio 2
Video 1
Black Video Opacity:Clip Opacity
Clip 1.mov [V] Opacity:Clip Opacity
Audio 1
Clip 1.mov [A] Volume:Clip Volume
Narration

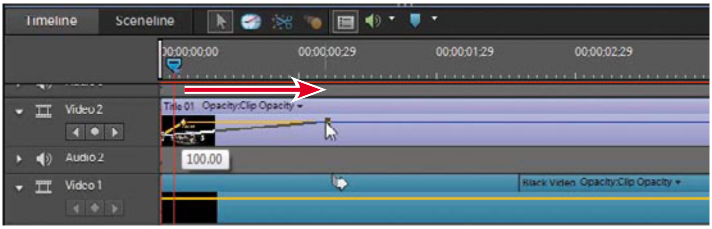
3 In Properties view, click the twirl-down triangle next to Opacity to see the Opacity controls.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Kids Shooting
Hoops
Title 01
00;00;04;29
Still Image
Motion
Opacity
Clip Opacity
0.0 %
Fade In
Fade Out
00;00;00;00
Reset
Done

4. Under Opacity in Properties view, click the Fade In button once. The title image seems to disappear from the Monitor panel. Drag the current-time indicator in the Timeline to the right to see the image fade in.

   If you adjusted the default transition duration to five frames as detailed in Chapter 7, after five frames the clip's opacity is at 100 percent and fully visible again. While five frames is an appropriate length for interscene dissolves, fade-ins should be one full second. You'll fix that next.

5. In the Timeline, drag the second keyframe in the Video 2 track to the 01;00 second mark. That extends the fade-in from five frames to one full second.



Animate a Still Title

You can easily apply a preset animation to any still title that contains only a single line of text. Text animation presets quickly and easily animate the characters in your title so that they fade or pop characters into view, or fly in from the top or bottom of the screen. For example, using the Fade In By Characters preset instantly makes each character in your title fade into view until the title is complete.

To preview an animation, position the pointer on the animation thumbnail in the Text Animation section of the Tasks panel. (To see the Text Animation section, you must select a title so that the Tasks panel is in title-editing mode.)

1. To begin, *do one of the following*:
   - Create a new still title.
   - In the Timeline, double-click the title clip.
   - In the Sceneline, select the superimposed clip. In the Monitor panel, click the clip, and then double-click the title text.

   The Tasks panel changes to Title Editor view, displaying the text options.

2. Under Text Animation, select an animation preset. Click the Preview button in the lower-right corner of the Tasks panel to see how the animation looks on your title text.

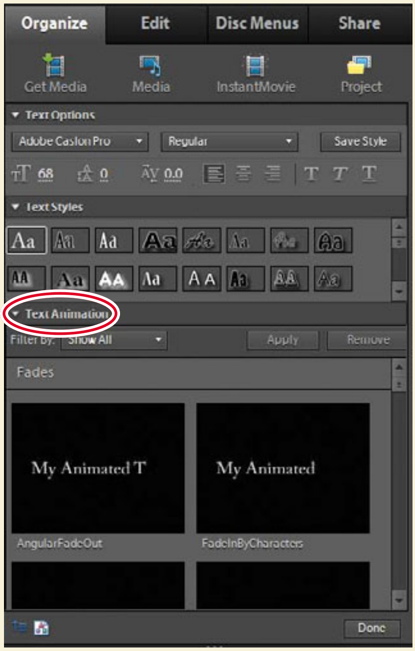
3. To apply the animation to the title, *do one of the following*:
   - Click the Apply button in the upper-right corner of the Text Animation section in the Tasks panel.
   - Drag the animation preset to the Monitor panel and drop it on top of the title text.

4 Click Done at the bottom of the Tasks panel to close out of Title Editor view.

5 Back in Properties view, click the Fade Out button once to add a fade-out effect for the clip.

6 Review your work by playing the movie from the beginning, and then choose File > Save to save your project.

▷ **Tip:** Because the video on Video 1 is pure black, there's no reason to fade in that video. If the video on Video 1 was any other color, you would have to fade in both tracks that made up the title to achieve the desired effect.


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Text Options
Adobe Caslon Pro
Regular
Save Style
68
0
0.0
Text Styles
Text Animation
Filter By:
Show All
Apply
Remove
Fades
My Animated T
My Animated
AngularFadeOut
FadeInByCharacters
Done

Note: To remove an animation from a title, select the title text and click the Remove button in the upper-right corner of the Text Animation section in the Tasks panel.

—From Adobe Premiere Elements Help

Superimposing a Title over Video Clips

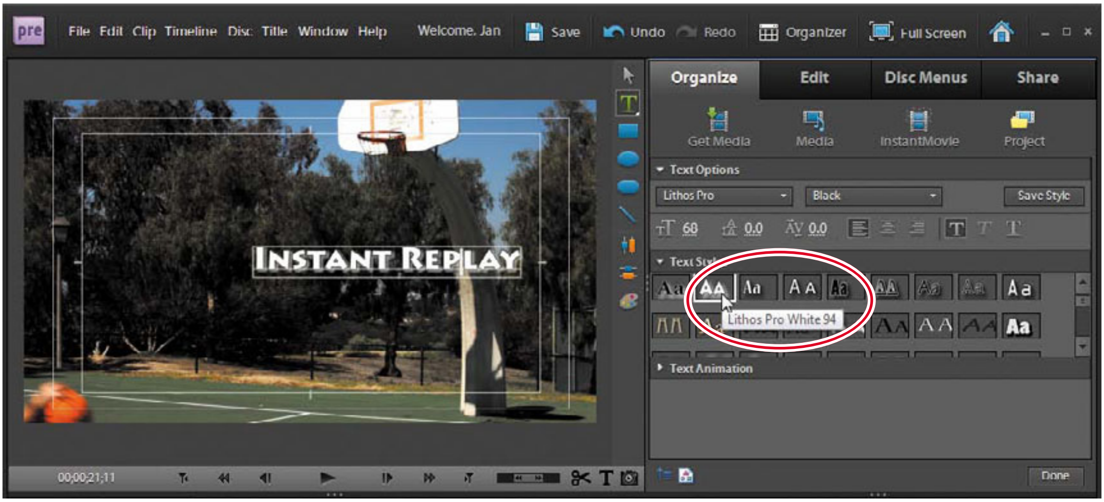
Inserting titles over a black background video works well for opening titles, but Premiere Elements also lets you superimpose titles directly over video clips. Although you can add titles in both the Timeline and Sceneline, in this exercise, you'll work in the former, adding a title to your slow-motion, instant-replay clip. Then you'll copy the title to the start of the slide show and customize the text for that location.

1 With Timeline selected in the My Project panel, press the Home key to move to the start of the movie. Then click the Page Down key three times to move to the

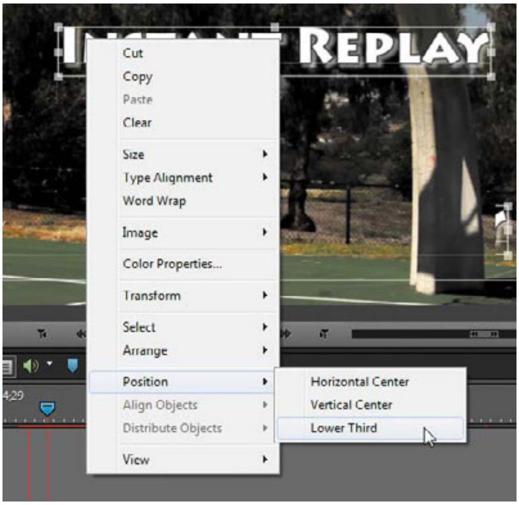
start of Clip 3.mov; then drag the current-time indicator to around 00;00;21;11 where you can no longer see the Iris Diamond transition.

2 Choose Title > New Title > Default Still. With the Text tool, select the default text and type *Instant Replay*.

3 Drag the text to select it and click to apply the Lithos Pro White 94 text style.

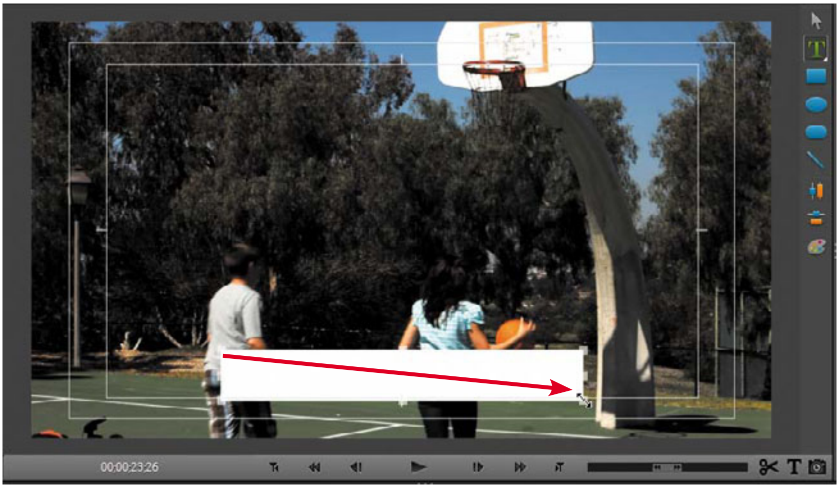

pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Text Options
Lithos Pro
Black
Save Style
68
0.0
0.0
Text Styles
Lithos Pro White 94
Text Animation
Done
INSTANT REPLAY
00;00;21;11

4 Right-click the title text, and choose Position > Lower Third, and then choose Position > Horizontal Center. The title should be horizontally centered right above the title-safe line at the bottom of the frame.

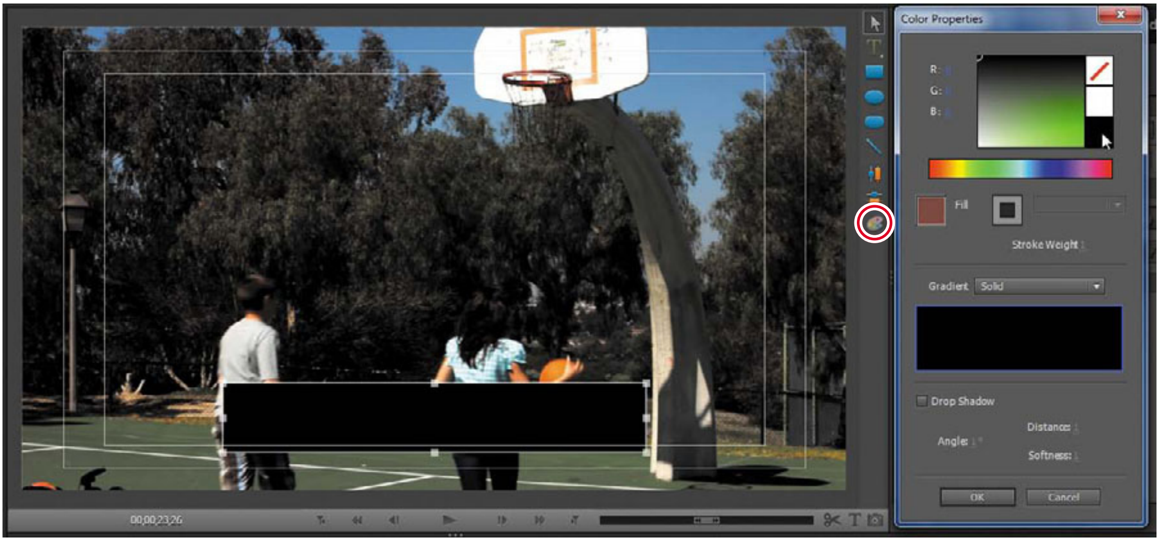

REPLAY
Cut
Copy
Paste
Clear
Size
Type Alignment
Word Wrap
Image
Color Properties...
Transform
Select
Arrange
Position
Align Objects
Distribute Objects
View
Horizontal Center
Vertical Center
Lower Third

Because you chose a style with an outline and a shadow, it's actually pretty legible against the moving background. To make it even more legible, you can add a colored rectangle behind the text, as explained in the following steps.

5 Select the Rectangle tool (■) from the tools on the right side of the Monitor panel. The cursor changes to a crosshair. Drag to create a rectangle over the text you just created. Don't worry about obscuring the text; in a moment, you'll position the rectangle behind the text.

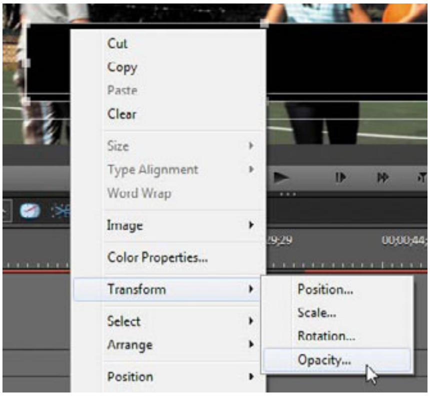


6 Click the Color Properties button (🎨) at the bottom of the tool buttons in the Monitor panel to open the Color Properties dialog. Set the color to black by clicking the large black rectangle near the upper-right corner of the dialog. Click OK to apply the color to the rectangle you created and close the Color Properties dialog.

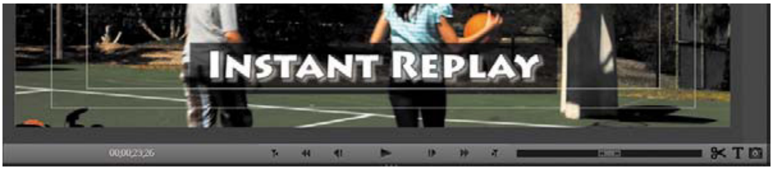

00;00;23;26
Color Properties
R:
G:
B:
Fill
Stroke Weight
Drop Shadow
Distance:
Angle:
Softness:
OK
Cancel

Gradient Solid

7 Let's soften the black color by making the background slightly transparent. Right-click the rectangle, and choose Transform > Opacity. The Opacity panel opens. Type *60.00* into the Opacity % field and click OK to close the panel.



8 Now you'll shift the new rectangle behind the text. Right-click the rectangle and choose Arrange > Send to Back to place your rectangle behind your white type. The white text is now clearly visible over the rectangle. If necessary, you can edit the size of the rectangle by clicking it to make it active and then dragging any edge to a new location.



When you add multiple elements, such as text, squares, or circles to a title, you create a stacking order. The most recent items added (in this case, the rectangle) are placed at the top of the stacking order. You can control the stacking order—as you did here—using the Arrange commands from the context menu or the Title menu. To quickly add matching titles at the same position in other clips, you can use the Copy and Paste commands.

9 Using the Selection tool, click to select the rectangle, and then Shift-click to select the text frame as well. Choose Edit > Copy.

10 Drag the current-time indicator to around 00;01;26;21, which should be close to the start of the slide show.

11 Choose Title > New Title > Default Still to switch to title-editing mode. Use the Selection tool to select the default text that was added, and then choose Edit > Clear.

12 Choose Edit > Paste to add the black rectangle with the words "Instant Replay" at the same position as in the original clip. Using the Type tool, select the words "Instant Replay" and replace them by typing *Slideshow*.

13 Use the Selection tool to select the black rectangle, and then adjust its width to the new text length by dragging the right-center anchor point to the left.

14 Center the Slideshow text by clicking to select it, right-clicking, and choosing Position > Horizontal Center. Then do the same with the background rectangle.

15 Review your movie, and then save your project.

Creating a Rolling Credit

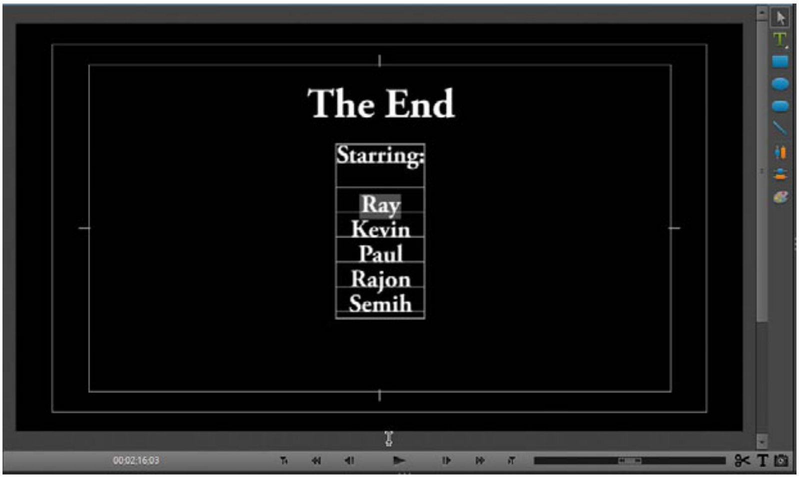
The titles you have created to this point have been static, but Premiere Elements can create animated titles as well. There are two types of animated titles: rolls and crawls. A rolling credit is defined as text that moves vertically up the screen, like the end credits of a movie. A crawl is defined as text that moves horizontally across the screen, like a news ticker. In this exercise, you will create a rolling credit at the end of the project.

1 Press the End key to move to the end of the project.

2 Choose Title > New Title > Default Roll. Premiere Elements switches to title-editing mode and inserts a new rolling title.

3 Using the Type tool, select the text Main Title at the top of the Monitor panel. In the Text Options area, click the Center Text (▤) icon to center the text. That way, whatever you type will continue to be centered. Making sure that the Main Title text is still selected, type *The End*.

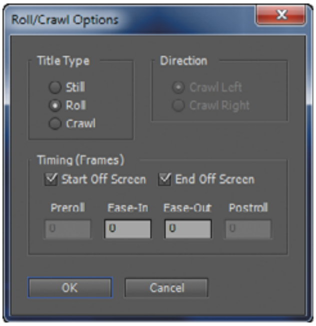
4 Click the other text box, press Ctrl+A/Command+A to select all text, and then click the Center Text icon again to center the text. Type *Starring:* and press Enter/Return to move to the next line. On the next line, type *Ray*, press Enter/Return; type *Kevin*, press Enter/Return; type *Paul*, press Enter/Return; type *Rajon*, press Enter/Return; and type *Semih*, and press Enter/Return once more.



5 Choose Title > Roll/Crawl Options.

6 In the Roll/Crawl Options dialog, make sure Roll is selected for Title type and that both Start Off Screen and End Off Screen options are also selected. Finally, make sure that Preroll, Ease-In, Ease-Out, and Postroll values are all set to 0. Click OK to close the dialog.

When you play the clip, the text box with the credits will move—in the five-second default length of the title—from bottom to top across the monitor.


Roll/Crawl Options

Title Type
○ Still
● Roll
○ Crawl

Direction
● Crawl Left
○ Crawl Right

Timing (Frames)
☑ Start Off Screen ☑ End Off Screen

Preroll	Ease-In	Ease-Out	Postroll
0	0	0	0

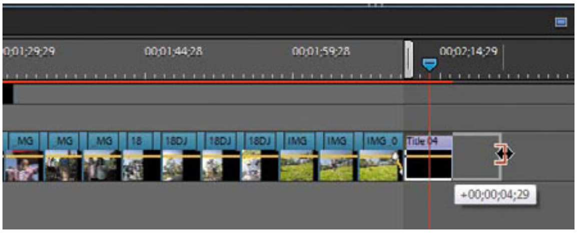
7 Place your current-time indicator just before the beginning of the rolling credits. Press the spacebar to play the rolling credits clip, and then save your project.

Changing the Speed of a Rolling Title

When Premiere Elements creates a rolling title, it spreads the text evenly over the duration of the title. The only way to change the speed of a rolling title is to increase or decrease the length of the title clip. The default duration for titles is five seconds. If you want to have the text move more slowly across the screen, you need to increase the clip length.

Note: If your titles do not display smoothly, they may need to be rendered. Pressing the Enter/Return key will render all effects, transitions, and titles in a project.

1 In the Timeline, place your pointer over the end of the Title 06 rolling title clip. When the pointer changes to a red bracket pointing to the left (⇤), drag the clip to the right. Note that as you drag there is a small context menu that shows you how much time you are adding to the clip. Add about five seconds to the length of the clip, and then release the pointer.



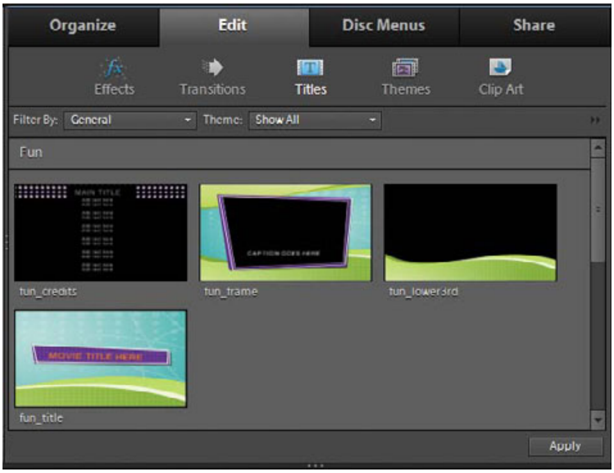
2 Place your current-time indicator just before the beginning of the rolling credits. Press the spacebar to play the rolling credits clip. Notice how your titles are now moving more slowly on the monitor.

3 Save your project as *Lesson08_End.prel*.

Using Title Templates

Creating your own titles, as you have done in the exercises in this lesson, will give you the most flexibility and options when it comes to customized titles. However, this involves performing a considerable number of steps from start to finish. To help you get started designing your titles, Premiere Elements ships with numerous templates for different types of projects, many with matching DVD templates, which creates a very polished look for your production. All you need to do is customize the text, replace an image, or do both to create a great-looking title.

1 Select Titles ( ) in the Edit tab of the Tasks panel. Choose a category of title templates from the menu on the left, and then choose a template name from the menu on the right. If necessary, scroll down to see all available templates within the chosen theme, such as rolling titles and alternative title graphics.



Filter By: General
Theme: Show All

2 To superimpose a title template over a video clip, select the clip in the Sceneline, and then drag the template from Titles view onto the Monitor panel. If you're working in the Timeline, drag it to a track above the target video clip.

3 Use the Type tool to select the default text and replace it with your own text. Use the Selection tool to reposition or resize text and image frames. Add or delete text and image frames as necessary.

Exploring on Your Own

Experiment with the different templates Premiere Elements provides. Keep in mind that elements like the color of text and the position of graphics can be modified. Here are a few steps to follow as you discover what's available.

1. Replace the custom title you created with a title created from a template.
2. Explore the drawing tools available to you when in title-editing mode.
3. Change the font for the titles that you added to ComicSans MS to match the opening title.
4. Create an animated title, choosing from the available options under Text Animation in Properties view.
5. Place different transitions between your title clips and your video clips to view the various effects you can achieve.

Congratulations; you have completed the lesson. You've learned how to create a simple still title with text and graphics. You changed the style, size, alignment, and color of text. You've positioned and aligned text and graphic frames in the Monitor panel, and you've used one of the Arrange commands to change the stacking order of overlapping frames. You added black video to your project and applied fade-in and fade-out effects to your title clip. You know how to create rolling credits and how to use and customize title templates. It's time for a well-earned break. But before you stop, review the questions and answers that complete this lesson.

Review questions

1. How do you create a new title?
2. How do you exit title-editing mode, and how can you reenter it to make adjustments to a title clip?
3. How do you change the color of title text?
4. How do you add a fade-in or fade-out effect to a superimposed title clip?
5. What is a rolling credit, and how do you speed it up or slow it down?

Review answers

1. With a video clip selected in the My Project panel, choose Title > New Title > Default Still. A title clip will be created and superimposed over the selected video clip.
2. To exit title-editing mode, click Done in the lower-right corner of Properties view, or click to select any clip in the My Project panel. To reenter title-editing mode, click to select the superimposed title text image in the Monitor panel, and then double-click it.
3. Switch to title-editing mode in the Monitor panel. Select the text using the Type tool. Then click the Color Properties button, and pick a new color in the Color Properties dialog.
4. In the Monitor panel, right-click the scene, and then select the title clip from the context menu. Under Opacity in Properties, click the Fade In or Fade Out button.
5. A rolling credit is text that scrolls vertically across your screen. The only way to make a rolling credit change speed is by selecting the clip in the Timeline of the My Project panel and then extending the length of the clip to slow it down or shortening the clip to speed it up.

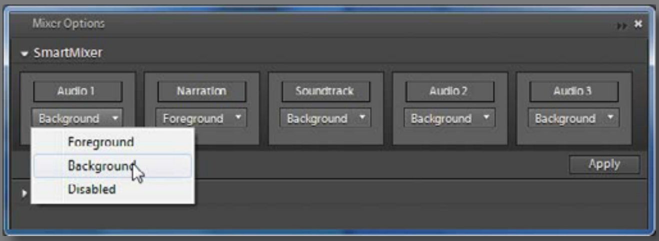
9

WORKING WITH SOUND

The sound you use has a big impact on your movies. Adobe Premiere Elements provides you with the tools to narrate clips while previewing them in real time; to create, add, and modify soundtracks; and to control the volume levels within clips. The project in this lesson helps you explore the basics of working with audio. You'll create a background music track, adjust the volume of an audio clip, add sound effects, add a narration clip, and mix the audio for maximum effect. Specifically, you'll learn how to do the following:

- Create a custom-length background music track with SmartSound (Windows only)
- Add narration
- Use SmartMix to automatically optimize the volume of your background music track and narration
- Adjust the volume of an audio track with and without keyframes
- Use the Audio Mixer
- Use audio effects

This lesson will take approximately 1.5 hours.



Mixer Options
SmartMixer
Foreground
Background
Disabled
Apply

Audio 1	Narration	Soundtrack	Audio 2	Audio 3
Background	Foreground	Background	Background	Background

Applying SmartMix to your project.

Getting Started

To begin, you'll launch Premiere Elements and open the project used for this lesson. Then you'll review a final version of the project you'll be creating.

1 Before you begin, make sure that you have correctly copied the Lesson09 folder from the DVD in the back of this book onto your computer's hard disk. For more information, see "Copying the Classroom in a Book Files" in the Getting Started section at the beginning of this book.

2 Launch Premiere Elements and click the Open Project button in the Welcome screen. If Premiere Elements is already open, choose File > Open Project, and click the Open folder.

3 Navigate to your Lesson09 folder and select the project file Lesson09_Start_Win.prel (Windows) or Lesson09_Start_Mac.prel (Mac OS). Click the Open button to open your project. If a dialog appears asking for the location of rendered files, click the Skip Previews button. The Premiere Elements work area appears with the Edit workspace selected in the Tasks panel.

4 The project file opens in the Properties view with the Media, Monitor, and My Project panels open. Choose Window > Restore Workspace to ensure that you start the lesson with the default panel layout.

Viewing the Completed Movie for the First Exercise

To see what you'll be creating as your first project in this lesson, a video about some kids shooting hoops, you can play the completed movie.

1 In the Edit tab of the Tasks panel, click Project (Project). In Project view, locate the file Lesson09_Movie.mov, and then double-click it to open the video into the Preview window.

2 In the Preview window, click the Play button (►) to watch the video that you will build in this lesson.

3 When you're finished watching the completed video, close the Preview window by clicking the Close button (✖) in the upper-right corner of the window.

Creating Background Music with SmartSound

Adobe has partnered with SmartSound to provide you with a library of musical soundtracks to match your project, as well as easy access to a complete library of background music that you can purchase directly from SmartSound (www.smartsound.com). As you'll learn in this exercise, using SmartSound Quicktracks for Premiere Elements, you can quickly choose and create a custom-length soundtrack that matches the mood of your production. You can create SmartSound music tracks in either the Sceneline or Timeline of the My Project panel; in this exercise, you'll work in the Timeline.

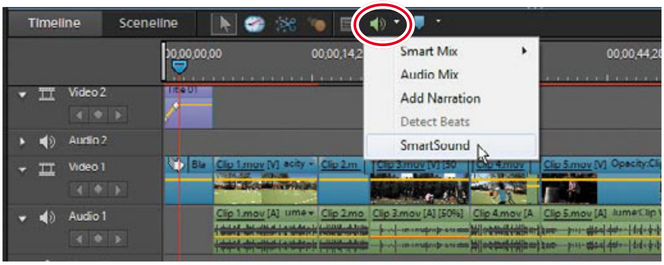
Unfortunately, SmartSound is available only on Windows-based computers. So Mac users can complete this and subsequent lessons, the SmartSound file is included in the Lesson09_Start_Mac.prel project file; you'll be directed to drag it to the Timeline in step 15.

1 If necessary, switch to the Timeline by clicking the Timeline button in the upper-left corner of the My Project panel.

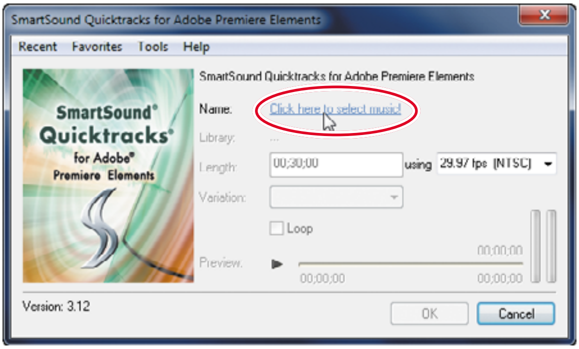
2 Press the End key to move the current-time indicator to the end of the project. Note the timecode in the bottom left of the Monitor panel, which should be around 00;02;21;08. You'll use this duration in a later step to choose the duration of the background music track.

3 Press the Home key to return the current-time indicator to the start of the project.

4 In the upper-left corner of the My Project panel, click the Audio Tools drop-down list (🔊▾), and choose SmartSound. Premiere Elements opens the SmartSound Quicktracks for Premiere Elements panel. If this is the first time you use SmartSound, you'll have to click through a license agreement, registration window, and search screen. Choose the desired options and move on to step 5.


Timeline
Sceneline
00;00;00;00
00;00;14;2
00;00;44;20
Smart Mix
Audio Mix
Add Narration
Detect Beats
SmartSound
Video 2
Audio 2
Video 1
Audio 1
Clip 1.mov [V]
Clip 2.m
Clip 3.mov [V] [50
Clip 4.mov
Clip 5.mov [V] Opacity:Cli
Clip 1.mov [A]
Clip 2.mo
Clip 3.mov [A] [50%]
Clip 4.mov [A
Clip 5.mov [A]

5 Click the “Click here to select music!” link. Premiere Elements opens SmartSound Maestro. As you can see in the Find Music column, you can select On My Computer to search for tracks you already own, or select All to search for music on the SmartSound website. Once you choose the library, you can further search by style and intensity to narrow your choices in the Results area.


SmartSound Quicktracks for Adobe Premiere Elements
Recent
Favorites
Tools
Help
SmartSound® Quicktracks® for Adobe® Premiere Elements
OK
Cancel

SmartSound Quicktracks for Adobe Premiere Elements

Name: Click here to select music!

Library: ...

Length: 00;30;00 using 29.97 fps (NTSC)

Variation:

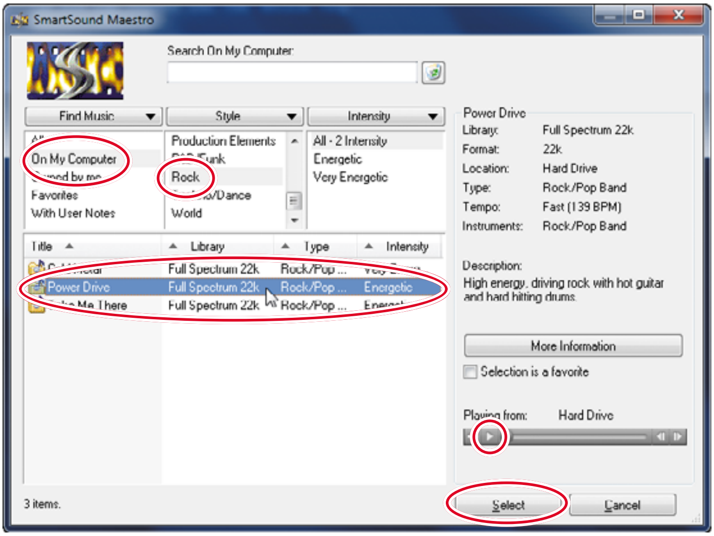
☐ Loop

Preview: ▶ 00;00;00 00;00;00 00;00;00

Version: 3.12

6 In the Find Music column, choose On My Computer.

7 In the Style list box, choose Rock.


SmartSound Maestro
Search On My Computer
Find Music
Style
Intensity
All
On My Computer
Owned by me
Favorites
With User Notes
Production Elements
R&B/Funk
Rock
Techno/Dance
World
All - 2 Intensity
Energetic
Very Energetic
Title
Library
Type
Intensity
More Information
Select
Cancel

Title	Library	Type	Intensity
Go Metal	Full Spectrum 22k	Rock/Pop ...	Very Ener...
Power Drive	Full Spectrum 22k	Rock/Pop ...	Energetic
Take Me There	Full Spectrum 22k	Rock/Pop ...	Energet...

3 items.

Power Drive

Library:	Full Spectrum 22k
Format:	22k
Location:	Hard Drive
Type:	Rock/Pop Band
Tempo:	Fast (139 BPM)
Instruments:	Rock/Pop Band

Description:
High energy, driving rock with hot guitar and hard hitting drums.

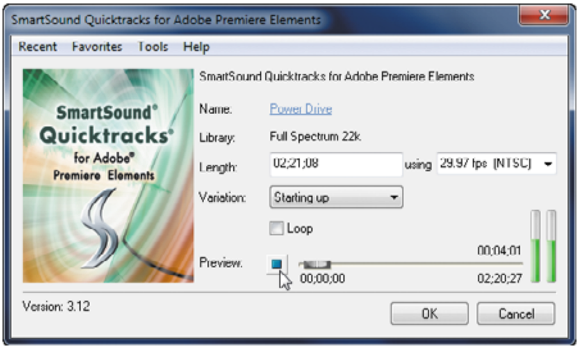
☐ Selection is a favorite

Playing from: Hard Drive

8 In the results area that displays the tracks your search criteria returned, choose Power Drive, which is the track you’ll add to this project. To preview the track, click the Play button on the lower right of SmartSound Maestro. Click the Select button; SmartSound Maestro closes, and the SmartSound Quicktracks for Adobe Premiere Elements dialog opens.

9 In the Length box, type *02;21;08*. Note that you'll have to enter each two-digit number separately into the Length duration box, starting with those on the left, which is different from other similar numeric fields within Premiere Elements.

10 Click the Preview button to preview the song; you may also choose another variation from the Variation list box and preview again.


SmartSound Quicktracks for Adobe Premiere Elements
Recent
Favorites
Tools
Help
SmartSound® Quicktracks® for Adobe® Premiere Elements
SmartSound Quicktracks for Adobe Premiere Elements
Loop
OK
Cancel

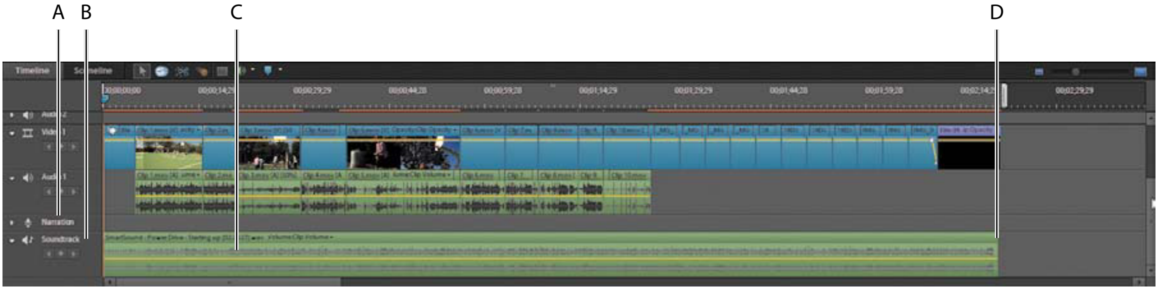
Name: Power Drive
Library: Full Spectrum 22k
Length: 02;21;08 using 29.97 fps (NTSC)
Variation: Starting up
Preview: 00;00;00 00;04;01 02;20;27
Version: 3.12

11 When you're satisfied with your selection, click OK. Premiere Elements opens the Exporting SmartSound Soundtrack dialog.

12 Make sure that you'll be saving the background music track to the Lesson09 folder.

13 Leave the name as selected by SmartSound and click Save to save the file.

14 SmartSound saves the file, briefly displaying an export window, and inserts it into the Soundtrack track in the project starting at the location of the current-time indicator. If you can't see your Soundtrack track in the Timeline, use the scroll bar on the right to scroll down and view it.



A. Narration track. **B.** Soundtrack track. **C.** New SmartSound audio track. **D.** End of SmartSound audio track.

15 If you're working on a Mac, click the Organize tab in the Tasks panel, and then enter the Project view. Drag the audio file SmartSound—Power Drive—Starting up [02;20;27].wav to the Soundtrack so your Timeline looks like the previous figure.

16 Choose File > Save As, name the file *Lesson09_Work.prel* in the Save As dialog, and then save it in your Lesson09 folder.

You can play the new sound file by pressing the spacebar. If you drag your current-time indicator to a few seconds before the end of the movie, and then press the spacebar again to play the last few bars, you'll note that the soundtrack ends naturally, not abruptly, demonstrating that SmartSound really does deliver theme-specific, custom-length soundtracks.

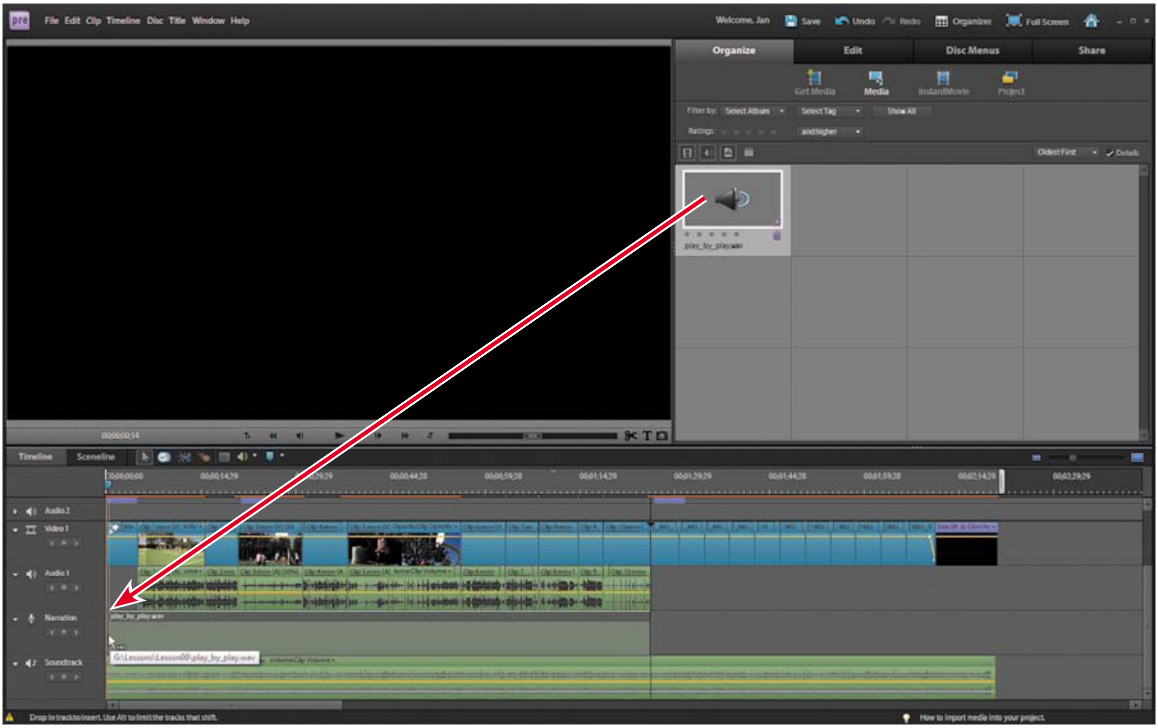
Adding Narration

Now let's add narration to the project.

1 Make sure you have the Timeline selected in the My Project panel.

2 Choose File > Get Media from > PC Files and Folders, select the file play_by_play.wav, and click Open.

3 Drag the play_by_play.wav clip from Project view and drop it onto the start of the Narration track in the Timeline.


File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by: Select Album
Select Tag
Show All
Ratings:
and higher
Oldest First
Details
play_by_play.wav
Timeline
Sceneline
Audio 2
Video 1
Audio 1
Narration
Soundtrack
G:\Lessons\Lesson09\play_by_play.wav
How to import media into your project.

Drop in track to insert. Use Alt to limit the tracks that shift.

4 Click the Play button (►) to hear the voiceover added to the project. Between the trash talking, wind, and other noise included with the video clips and the background music, you can barely hear the narration track. Let's fix that.

Narrating a Clip

In this exercise, you're working with a narration that I supplied, but at some point, you may want to create your own narration. For best results, confirm that your microphone is working correctly with your computer and Premiere Elements before narrating a clip.

Using your computer's microphone, you can narrate clips while previewing them in the Monitor panel. Your narration is then added to the Narration soundtrack visible in either the Timeline or Sceneline. Follow these steps to narrate a clip.

1 *Do one of the following*:

- In the Timeline, drag the current-time indicator in the Timeline to the point where you want the narration to begin.
- In the Sceneline, select the clip you want to narrate. Then, in the Monitor panel, drag the current-time indicator to the point where you want the narration to begin.

2 In the Timeline or Sceneline, select Add Narration from the Audio Tools menu.

3 In the Record Voice Narration window, click the Mic Source button and select your sound device from the menu.

4 For best results, turn off your computer speakers to prevent feedback. To monitor sound while you narrate, plug headphones into your computer and deselect Mute Audio While Recording. If your speakers are turned on, move as close to the microphone as possible, and keep the microphone as far away from the speakers as possible to prevent feedback.

5 Speak into the microphone at a conversational volume, and raise or lower the Input Volume Level slider until your loudest words light up the orange part of the meters.

6 Click the Record Narration button.

7 Near the top of the Record Voice Narration window, a timer appears next to Start Recording In. When Start Recording In changes to Recording, speak your narration as the selected clip plays.

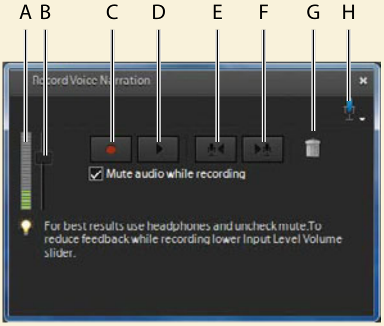
8 When you finish narrating, click the Stop button. An audio clip containing your narration is added to the Media panel and to the Narration track in the Timeline or Sceneline (below the selected clip). If you do not click the Stop button, recording automatically stops at the beginning of the next file in the Narration track, or 30 seconds past the end of the last clip in the Timeline or Sceneline.

9 To preview your recording, click the Go To Previous Narration button. Then click the Play Present Narration button.

10 To continue recording from the point at which you stopped, click the Record button again. Clicking Record again overwrites any narrations that are already in the Narration track.

11 Click the Pause button at any time to stop the preview. In the Sceneline, a microphone icon appears in the top-right corner of the clip you've narrated.

—From Adobe Premiere Elements Help



☑ Mute audio while recording

For best results use headphones and uncheck mute.To reduce feedback while recording lower Input Level Volume slider.

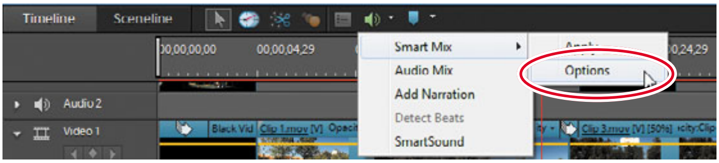
Record voice narration: **A.** Volume indicator. **B.** Input Volume Level slider. **C.** Record. **D.** Play. **E.** Go To Previous Narration Clip. **F.** Go To Next Narration Clip. **G.** Delete Present Narration. **H.** Microphone source.

Adjusting Project Volume with SmartMix

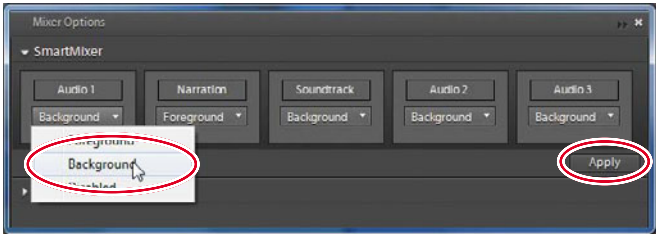
You now have three audio tracks: one included with the videos, the background music from SmartSound, and the narration that you just added. All tracks add value: The on-court noise adds valuable context to the video, the background music supplies a nice flow, and the narration provides a colorful commentary. The problem is that the three tracks drown out each other.

Intuitively, when present, the narration takes precedence and needs to be heard over the other two tracks. Fortunately, there's a tool that can do just that: SmartMix, which you'll learn how to apply in this exercise.

1. Make sure you have the Timeline selected in the My Project panel.
2. Click the Backslash (\) key to show the entire project. Adjust the interface so you can see all three audio tracks.
3. In the upper-right corner of the My Project panel, click the Audio Tools drop-down list, and choose SmartMix > Options. Premiere Elements opens the Mixer Options dialog.

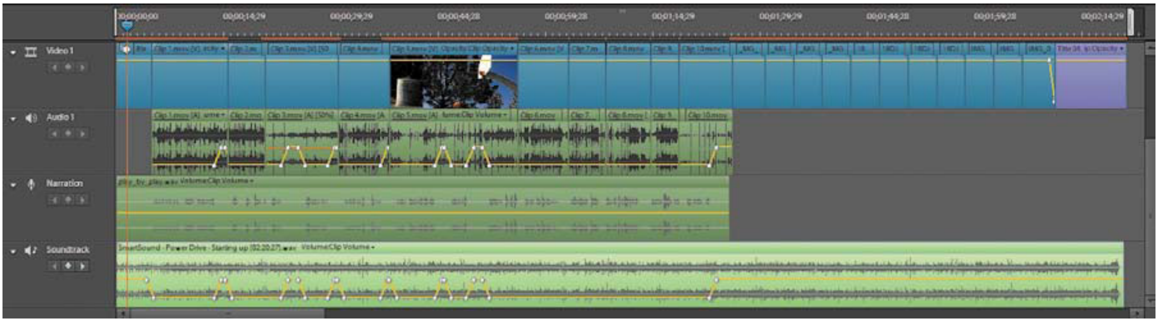

Timeline
Sceneline
00;00;00;00
00;00;04;29
Smart Mix
Audio Mix
Add Narration
Detect Beats
SmartSound
Options
0;24;29
Audio 2
Video 1
Black Vid
Clip 1.mov [V] Opaci
Clip 3.mov [V] [50%]

4. Here's where you tell Premiere Elements which audio tracks to prioritize and which to place in the background. Premiere Elements assumes that Audio 1—the audio shot with the video—should be in the foreground, which in many instances it should be. Here, however, it should not, so click the Audio 1 list box and choose Background. Then click Apply. Premiere Elements analyzes all audio tracks and applies the SmartMix.


Mixer Options
SmartMixer
Background
Apply

Audio 1: Background
Narration: Foreground
Soundtrack: Background
Audio 2: Background
Audio 3: Background

5 Premiere Elements prioritizes the narration by reducing the volume of Audio 1 and the Soundtrack with keyframes in the audio file (which you'll learn to insert and adjust next).

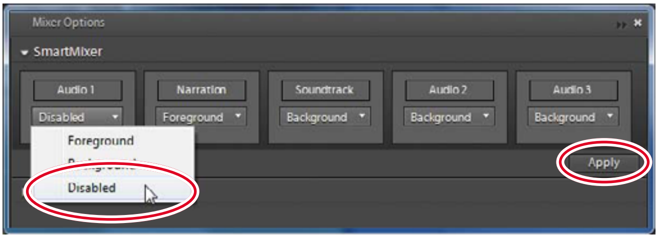


6 Press the spacebar to play the first few moments of the video. Overall, the audio is much better, but the narration is still a bit indistinct, and the on-court noise might still be a bit too loud. You'll have to fix that manually by undoing the first application of SmartMix, applying it again, disabling any adjustment to the Audio 1 track, and then adjusting the Audio 1 track and Narration tracks manually as described below.

7 Click the Undo key (Undo) on the upper right of the Premiere Elements interface to undo SmartMix.

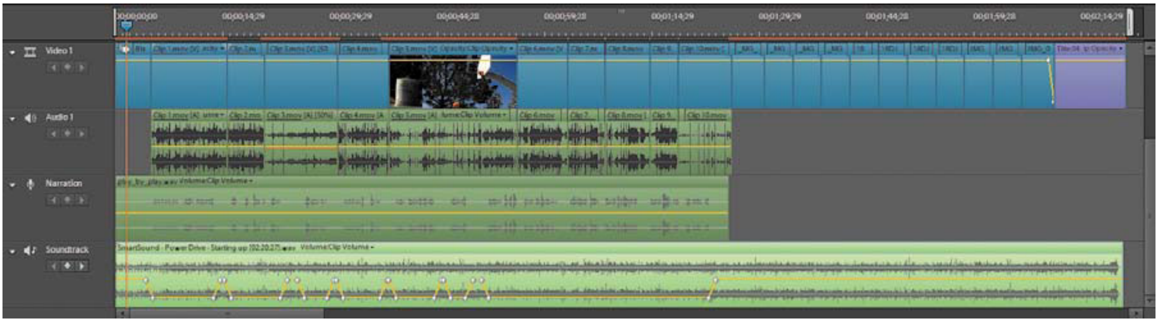
8 If you closed the Mixer Options dialog, in the upper-right corner of the My Project panel, click the Audio Tools drop-down list, and choose SmartMix > Options. The Mixer Options dialog opens.

9 Click the Backslash (\) key to show the entire project. Adjust the interface so you can see all three audio tracks.



Audio 1: Disabled
Narration: Foreground
Soundtrack: Background
Audio 2: Background
Audio 3: Background

10 Click the Audio 1 list box and choose Disabled, then click Apply, and then close the Mixer Options dialog. This tells SmartMix to ignore this track during the SmartMix analysis and to leave it untouched. This gives you the result that you want with the Soundtrack, which would be the time-consuming component of the audio mix if you had to correct for this manually.



Adjusting the Volume of an Audio Track

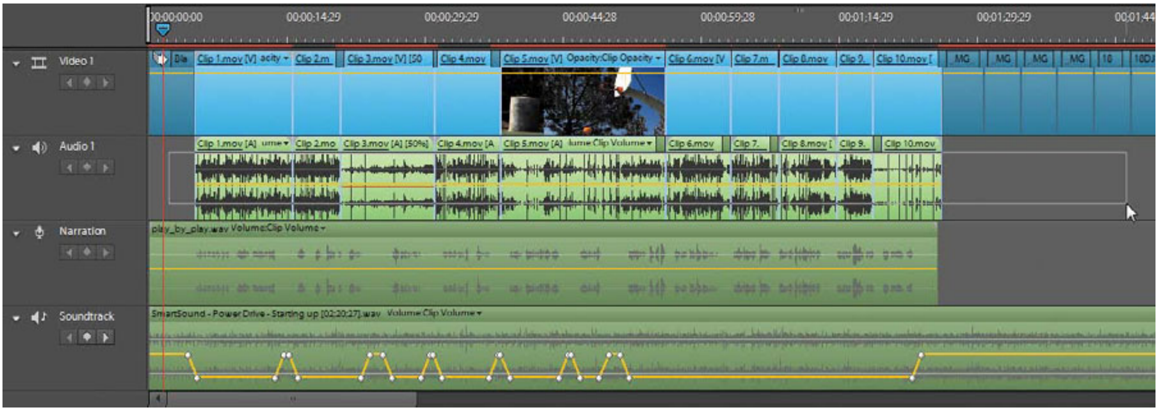
The background music track is set; now you need to adjust the volume of the Video 1 and Narration tracks.

Adjusting Clip Volume with Gain Controls

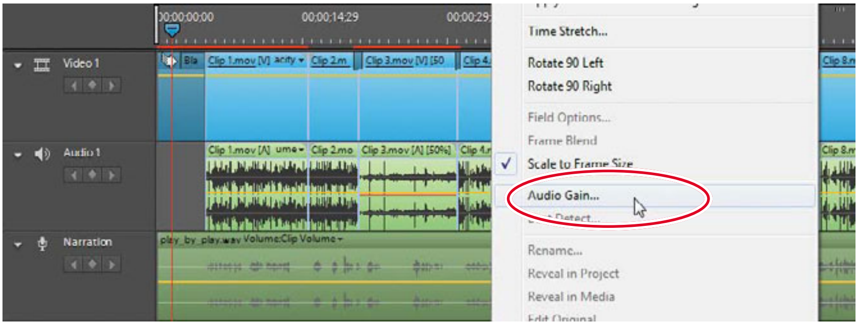
Premiere Elements offers two basic ways to adjust the volume of your audio tracks. You can adjust "gain," which is the level of volume within a clip, or "volume," which is the level of audio output of a particular clip within a sequence. The difference is pretty subtle—and in most instances, you can use one or the other control to get the desired volume.

There is a key implementation difference, however, when working with multiple clips, as you are here. Specifically, you can adjust the gain levels, but not the volume levels, of multiple clips simultaneously. So, to control the volume of the traffic and other noise in the Video 1 track, you'll apply a group gain adjustment to all clips in the track. Here's how.

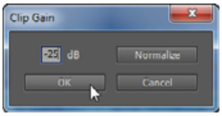
1 Drag along the Audio 1 track to select all files in that track.


00:00:00:00
00:00:14:29
00:00:29:29
00:00:44:28
00:00:59:28
00:01:14:29
00:01:29:29
Video 1
Audio 1
Narration
Soundtrack
Clip 1.mov
Clip 2.m
Clip 3.mov
Clip 4.mov
Clip 5.mov [V] Opacity:Clip Opacity
Clip 6.mov
Clip 7.m
Clip 8.mov
Clip 9.
Clip 10.mov
play_by_play.wav Volume:Clip Volume
SmartSound - Power Drive - Starting up [02:20:27].wav Volume:Clip Volume

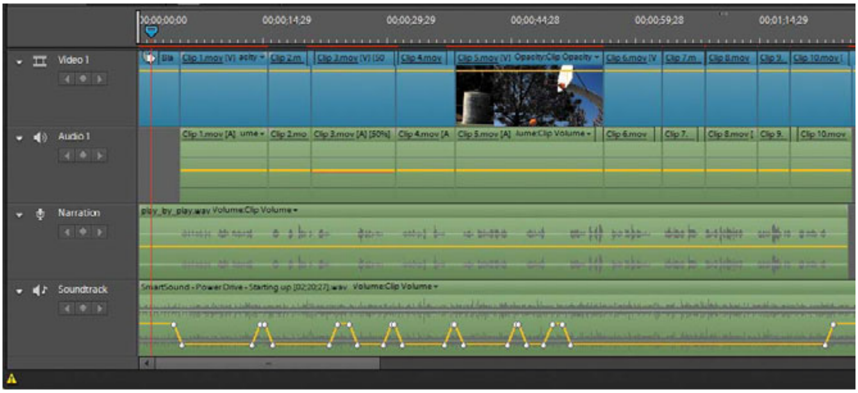
2 Right-click any audio clip in Audio 1 and choose Audio Gain. Premiere Elements opens the Clip Gain panel.


00;00;00;00
00;00;14;29
00;00;29
Video 1
Audio 1
Narration
Time Stretch...
Rotate 90 Left
Rotate 90 Right
Field Options...
Frame Blend
✓ Scale to Frame Size
Audio Gain...
Detect...
Rename...
Reveal in Project
Reveal in Media
Edit Original

3 Click the Gain level text box to make it active, and type -25. Or, click on the number and drag it to the left to about the same level.


Clip Gain
-25 dB
Normalize
OK
Cancel

4 Click OK to apply the gain adjustment and close the Clip Gain panel. You'll see the levels in the waveform on the Audio 1 track decrease substantially.


00;00;00;00
00;00;14;29
00;00;29;29
00;00;44;28
00;00;59;28
00;01;14;29
Video 1
Audio 1
Narration
Soundtrack
play_by_play.wav Volume:Clip Volume

5 Press the spacebar to play the movie again. Although you can still hear the background noise faintly, it's much less prominent, and the complete audio mix is coming together quite nicely. Now let's boost the volume of the narration.

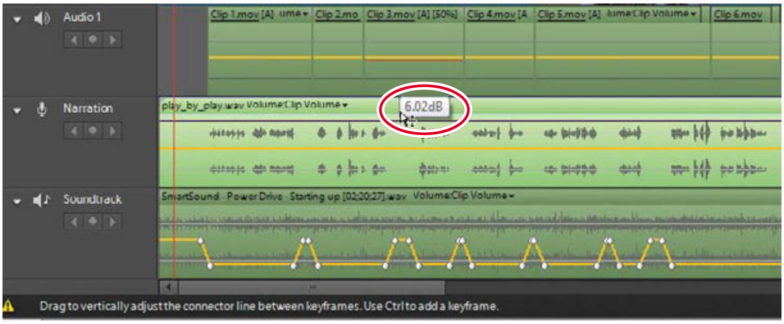
Note: In Premiere Elements, volume is measured in decibels. A level of 0.0 dB is a track's original volume, not silence. Changing the levels to a negative number reduces the volume (but not necessarily to silence). Changing the volume to a positive number increases the volume.

Adjusting Clip Volume with the Volume Graph

In Lesson 6, you learned how to adjust clip opacity on the Timeline by dragging the Opacity graph upwards and downwards. You can adjust the volume of any audio clip the same way. Let's adjust the volume of the Narration track using this technique.

1 Working with the play_by_play.wav clip on the Narration track, place your pointer over the yellow volume graph line. You can do this at any location in the clip. The pointer changes to a double-arrow icon (↕).

2 Drag the volume graph upwards to the limit, which should be about 6.02.


Audio 1
Clip 1.mov [A] ume▾
Clip 2.mo
Clip 3.mov [A] [50%]
Clip 4.mov [A
Clip 5.mov [A] lume:Clip Volume▾
Clip 6.mov
Narration
play_by_play.wav Volume:Clip Volume▾
6.02dB
Soundtrack
SmartSound - Power Drive - Starting up [02:20:27].wav Volume:Clip Volume▾

Drag to vertically adjust the connector line between keyframes. Use Ctrl to add a keyframe.

Note: If 6 dB isn't sufficient to boost your audio to the desired level, you can also adjust the Gain control as detailed in the previous exercise. In fact, try boosting the Gain of the play_by_play.wav clip by about 5 dB, preview again, and decide if that sounds even better.

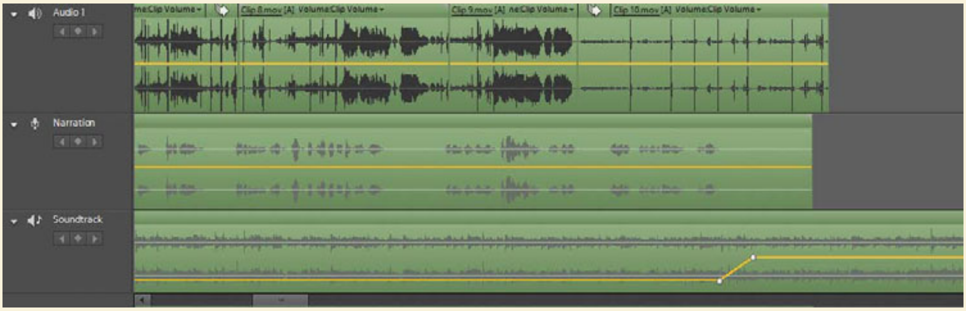
3 Shift the current-time indicator to the start of Clip 1.mov, and press the spacebar to play the movie again. Although you can still hear the on-court noise faintly, it's much less prominent, and the complete audio mix is definitely in great shape. Cut it, print it—let's move on.

4 Choose File > Save to save your work.

Note: Adjusting the volume line doesn't change the waveform display. However, as you'll see in the next exercise, adjusting gain directly does change the waveform. Although adjusting the volume line is easier and more accessible than adjusting gain directly, if you overboost volume, you can produce distortion without being able to view the clipping in the waveform. For an explanation of waveform and clipping, see the sidebar "About Waveforms."

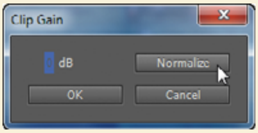
About Waveforms

By default, Premiere Elements' audio tracks display the file as a waveform, which is a graphic representation of the volume of audio in the file. When volume is low, the bushy line representing the waveform narrowly surrounds the center line. As volume increases, the bushy line extends farther away from the centerline. Volume is optimal when the peaks in the individual waveform approach, but just barely touch, the outer edges of the graph area. I've reset the gain values of the clips on Audio 1 to illustrate this concept.


Audio 1
me:Clip Volume▾
Clip 8.mov [A] Volume:Clip Volume▾
Clip 9.mov [A] ne:Clip Volume▾
Clip 10.mov [A] Volume:Clip Volume▾
Narration
Soundtrack

The audio on Audio 1 and the Soundtrack are both healthy—just about approaching the outer edges of the graph area but never touching for long. Even the audio in Clip 10.mov, which is quiet except for the bouncing basketball, approaches the outer edges on the bounces.

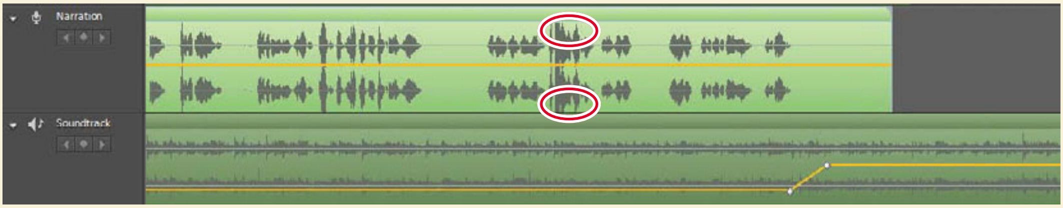
On the other hand, in the narration, the peaks don't come close to the edges, indicating that volume could be increased, which is what you accomplished with the volume slider in the previous lesson. In practice, I would likely use the Normalize function to boost volume here. To do this, I would right-click the clip, choose Audio Gain, and then click the Normalize button in the Clip Gain control. Go ahead and try this on play_by_play.wav in the Narration track.



Premiere Elements will close the dialog immediately after you click Normalize, but you'll notice that the waveform gets a bit bushier, and if you open the Clip Gain dialog again (right-click the audio clip and choose Audio Gain), you'll notice that Premiere Elements inserted the number 3.5 in the dB field, indicating that it boosted the volume of the clip by 3.5 dB. If you try this same exercise with the SmartSound clip, you'll get a .4 dB increase, indicating that SmartSound produced the background music clip with the optimal volume.

Technically, when you click the Normalize button, Premiere Elements analyzes the clip and boosts clip volume as much as possible without introducing distortion into the clip. This makes Normalization a superior option to manual volume adjustments, as you did in the previous lesson, because that can distort your audio. Plus, when you adjust gain, either manually or via the Normalize function, Premiere Elements updates the waveform, so you can see if you've overcooked the audio or boosted volume to the point where it might cause distortion.

As an example, open the Clip Gain dialog for play_by_play.wav again by right-clicking the clip and choosing Audio Gain. Enter *6* in the dB field, and click OK. Your waveform will expand even further, with several areas flattened against the top and bottom of the track. This is called "clipping," and in moderate to extreme cases, clipping will distort your audio. Closing the loop, this means that your manual volume adjustment in the previous exercise might have caused distortion. Normalization prevents that, and using the Gain control gives you a visual indicator of clip volume.



The only problem with Normalization comes when you have a single long clip with extreme low and high volumes. Let's say you were shooting a wedding and didn't get close enough (or mic the bride or groom) to capture the vows at sufficient volume. So the levels are very low when the bride and groom are speaking. However, when the crowd starts applauding, the levels are quite high. If you apply Normalization to this clip, Premiere Elements won't boost the volume of the applause beyond the point of causing distortion, which often means that it won't boost the volume of the vows at all. Your best option in this case is to split the clip into low- and high-volume regions—vows in one, applause in another—and apply Normalization separately or only to the vows audio.

The other issue with Gain—as opposed to Volume—adjustments is that you can't vary the adjustment by using keyframes, which you'll learn how to do in the next lesson.

Note that whenever you boost audio volume, either via the Gain or Volume adjustment, you also increase the background noise present in the clip. In these instances, you can try Premiere Elements' DeNoiser filter, but like all noise reduction filters, it isn't a panacea and may not resolve the problem.

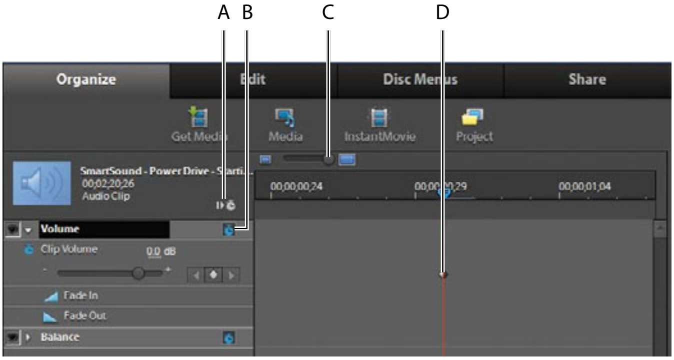
Raising and Lowering Volume with Keyframes

You learned about working with keyframes in video in Lesson 6 in a section titled (appropriately enough) "Working with Keyframes." Audio keyframes operate identically to the video-related keyframes discussed in that lesson. To refresh your memory, a keyframe is a point in the Timeline where you specify a value for a specific property—in this case, audio volume. When you set two keyframes, Premiere Elements interpolates the value of that property over all frames between the two keyframes.

For some properties, including opacity for video and volume for audio, you can create keyframes in the Timeline by pressing the Ctrl (or Command) key and then clicking the associated graph with your pointer. Next, drag the keyframe upwards or downwards to adjust its value, or to the left or right to adjust its location. To delete keyframes in the Timeline, click to select them, right-click, and then choose Delete.

Alternatively, you can create and modify keyframes in Properties view. This exercise will review these procedures and reinforce the relationship between keyframes in the Timeline and keyframes in Properties view. Specifically, in this exercise, you'll add keyframes to fade in the volume of the music track at the beginning of your movie.

1. Using the My Project panel in the Timeline, place the current-time indicator near the start of the project, around the 00;00;01;00 mark.
2. Click to select the SmartSound-Power Drive—Starting up [02;20;27].wav clip in the Timeline's Soundtrack.
3. Select Window > Properties, and then click the Show Keyframes button ( ) in the upper-right corner of Properties view.
4. Use the Zoom slider to zoom into the mini-timeline until you can see the 00;00;01;00 timecode in the mini-timeline.
5. Click the Toggle Animation button ( ) for the Volume effect to activate keyframes. This will set the first keyframe at the current-time indicator. If the Toggle Animation button is already activated, click to disable it (and delete all keyframes), and then click again to activate keyframes.

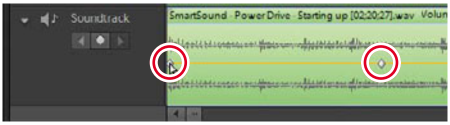


A. Show Keyframes button. **B.** Toggle Animation button. **C.** Zoom slider. **D.** Keyframe.

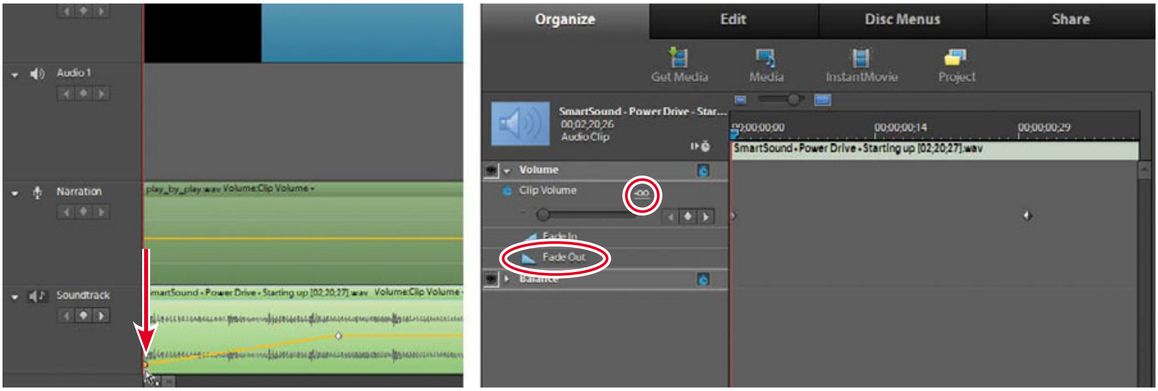
You'll set the next keyframe in the Timeline.

6 Press the Page Up key to move the current-time indicator to the beginning of the movie. If necessary, use the Zoom slider on top of the Timeline to zoom in for more detail.

7 In the Timeline of the My Project panel, position the pointer over the orange volume graph of the SmartSound-Power Drive – Starting up [02;20;27].wav clip at the current-time indicator. Be sure not to position the pointer too far to the left. The pointer needs to change to a white arrow with double arrows ( ), not the Trim Out tool ( ). Press the Ctrl (or Command) key, and the pointer changes to the insert keyframe pointer ( ). Click the volume graph to add a second keyframe.


Soundtrack
SmartSound - Power Drive - Starting up [02;20;27].wav Volun

8 Drag the new keyframe all the way down to create the start of the fade in. You can check Properties view: The Clip Volume reads -oo to resemble the mathematical symbol –∞ for negative infinity.


Audio 1
Narration
play_by_play.wav Volume:Clip Volume
Soundtrack
SmartSound - Power Drive - Starting up [02;20;27].wav Volume:Clip Volume
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
SmartSound - Power Drive - Star...
00;02;20;26
Audio Clip
00;00;00;00
00;00;00;14
00;00;00;29
SmartSound - Power Drive - Starting up [02;20;27].wav
Volume
Clip Volume
-oo
Fade In
Fade Out
Balance

9 To hear this change, press the Page Up key, and then press the spacebar to play. You'll hear the soundtrack fade in over the first second of the production rather than starting at full strength.

10 Save your project as *Lesson09_Work.prel*.

Note: This exercise was designed to help show the relationship between audio keyframes in the Timeline and Properties view. However, a faster way to produce a fade-in effect is to click the Fade In icon (Fade In) for the audio clip in the Properties view, as shown in the preceding figure.

Working with the Audio Mixer

If for some reason SmartMix doesn't produce the result you want, you have an alternative: Premiere Elements' Audio Mixer. Using the Audio Mixer, you can adjust the volume and balance of the different audio tracks as the audio plays, so you can make sure your audience hears what you want it to hear. For example, you can lower the volume for the Soundtrack while people are talking and increase it again when they are silent.

Let's start fresh by reloading Lesson09_Start.prel and then the narration and background music clips.

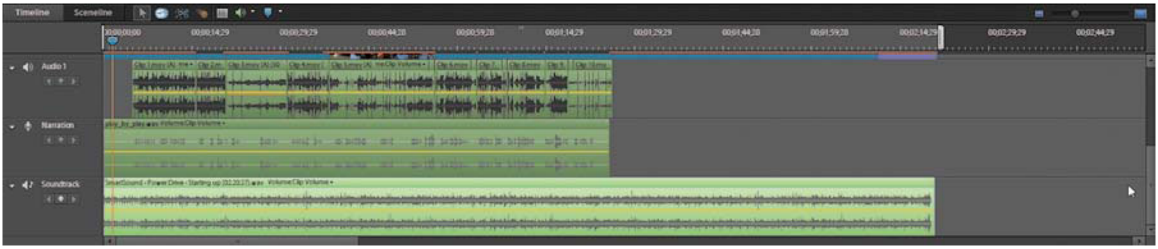
1 Navigate to your Lesson09 folder and select the project file Lesson09_Start.prel. Click the Open button to open your project.

2 Choose File > Get Media from > PC Files and Folders, select the file play_by_play.wav, and click Open.

3 Press the Home key to move the current-time indicator to the start of the clip. Then drag the play_by_play.wav clip from Project view and drop it onto the start of the Narration track in the Timeline.

4 Choose File > Get Media from > PC Files and Folders, select the file SmartSound-Power Drive – Starting up [02;20;27].wav, and click Open.

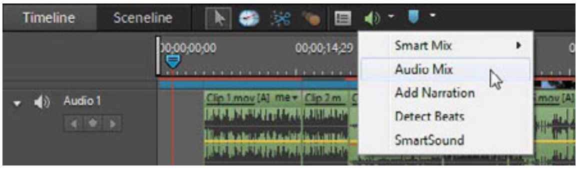
5 Press the Home key to move the current-time indicator to the start of the clip. Then drag the SmartSound-Power Drive – Starting up [02;20;27].wav clip from Project view and drop it onto the Soundtrack track in the Timeline at the start of the movie.


Timeline
Sceneline
00;00;00;00
Audio 1
Narration
Soundtrack
play_by_play.wav
SmartSound - Power Drive - Starting up [02;20;27].wav

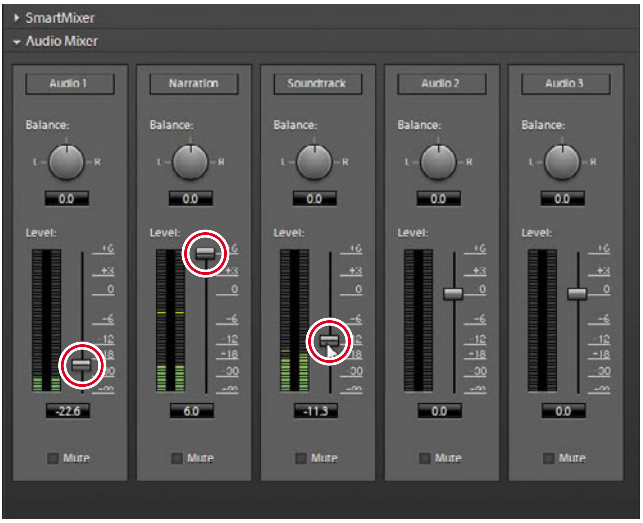
6 Press the Home key to place the current-time indicator at the beginning of the movie. Press the spacebar to begin playing your video. You should see the same familiar mess that we started with.

7 When you're finished previewing the movie, press the Home key again to set the current-time indicator right at the beginning of the video, which is where you want to start mixing audio.

8 In the upper-right corner of the My Project panel, click the Audio Tools drop-down list, and choose Audio Mix. The Audio Mixer panel opens.


Timeline
Sceneline
00;00;00;00
00;00;14;29
Audio 1
Clip 1.mov [A] me
Clip 2.m
Smart Mix
Audio Mix
Add Narration
Detect Beats
SmartSound

9 Your Audio Mixer panel shows five audio tracks, but only three—Audio 1, Narration, and Soundtrack—contain audio. You can ignore the last two.


SmartMixer
Audio Mixer
Audio 1
Narration
Soundtrack
Audio 2
Audio 3
Balance:
L
R
0.0
Level:
+6
+3
0
-6
-12
-18
-30
-∞
-22.6
6.0
-11.3
0.0
Mute

10 Press the Home key to place the current-time indicator at the beginning of the project, and then press the spacebar to begin playback.

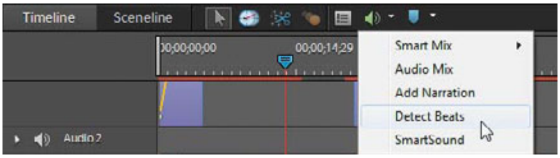
11 Grab the levels handles for Audio 1, Narration, and Soundtrack and adjust them as desired while the video plays. Good luck. Note that all adjustments made via the Audio Mixer will be reflected as keyframes on the audio track and in its respective Properties view but will become visible only after you stop playback.

Edit to the Beat of Your Favorite Song

You can use Detect Beats in the Sceneline or Timeline to automatically add markers at the beats of your musical soundtrack. Beat detection makes it easy to synchronize slide shows or video edits to your music.

1 Add an audio clip or a video clip that includes audio to the soundtrack in the Timeline or Sceneline.

2 In the upper-right corner of the My Project panel, click the Audio Tools drop-down list, and choose Detect Beats. Premiere Elements opens the Audio Mixer panel.


Timeline
Sceneline
00;00;00;00
00;00;14;29
Smart Mix
Audio Mix
Add Narration
Detect Beats
SmartSound
Audio 2

Creating a Split Edit

Typically, when you shoot and capture video, your captured files contain both audio and video. By default, with these files, the audio and video are linked together, so when you trim one, you trim the other. This helps ensure that you don't lose audio/video synchronization.

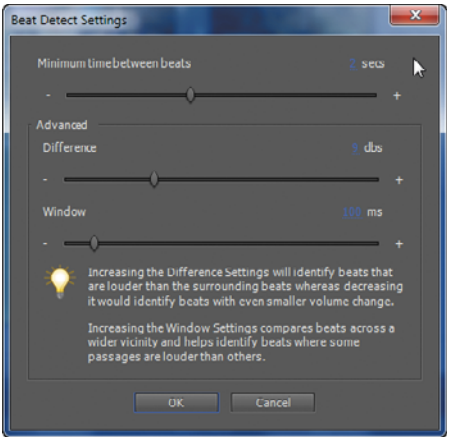
However, sometimes, you may want the audio to begin before the video or to extend after the video into the next clip (or vice versa). These are called split edits because the audio is split from the video. As detailed in the Premiere Elements Help file, there are two kinds of split edits:

- A J-cut, or audio lead, in which audio starts before linked video or video continues after the audio.
- An L-cut, or video lead, in which video starts before linked audio or audio continues after the video.

To accomplish either, you have to unlink the audio from the associated video. You can do this in two ways. First, if you press the Alt/Option key while trimming on the Timeline, you can trim the audio and video separately. Once you release the pointer, the audio and video are re-linked so that if you drag the video, the audio will go with it.

Second, you can permanently unlink the audio and video by choosing either track on the Timeline and choosing Unlink Audio and Video. This breaks the link between the two clips, so if you drag the video file, the audio file won't move at all. This is useful when you may want to delete the audio captured with a video clip, or vice versa.

3 In the Beat Detect Settings dialog, specify settings as desired and click OK.



Beat Detect Settings

Minimum time between beats 2 secs

Advanced

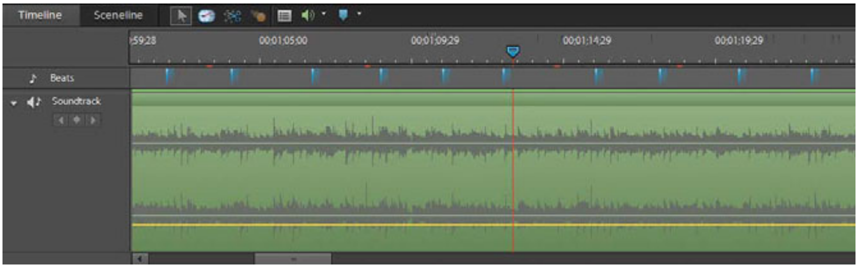
Difference 9 dbs

Window 100 ms

Increasing the Difference Settings will identify beats that are louder than the surrounding beats whereas decreasing it would identify beats with even smaller volume change.

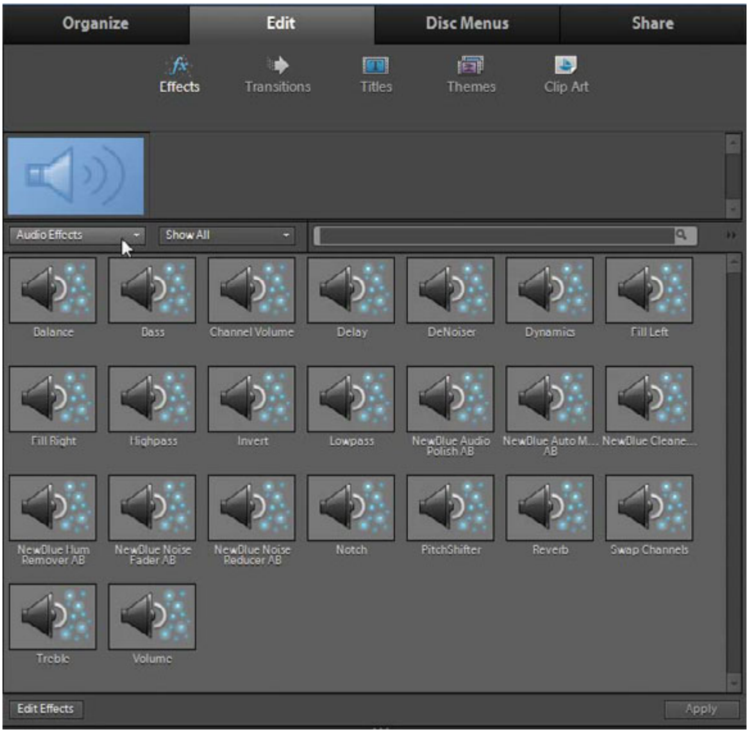
Increasing the Window Settings compares beats across a wider vicinity and helps identify beats where some passages are louder than others.

4 Markers appear in the Timeline corresponding to the beats in the soundtrack.


Timeline
Sceneline
;59;28
00;01;05;00
00;01;09;29
00;01;14;29
00;01;19;29
Beats
Soundtrack

Working with Sound Effects

In most projects, the primary audio-related variable that you'll adjust is volume, and you've explored a number of techniques to accomplish that here. In addition, Premiere Elements has multiple audio effects to further enhance your projects, including controlling the volumes and frequencies of the different channels in your audio files, detecting and removing tape noise, eliminating background noise, and adding the reverberation of sounds to give ambience and warmth to the audio clip.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Audio Effects
Show All
Balance
Bass
Channel Volume
Delay
DeNoiser
Dynamics
Fill Left
Fill Right
Highpass
Invert
Lowpass
NewBlue Audio Polish AB
NewBlue Auto M... AB
NewBlue Cleane...
NewBlue Hum Remover AB
NewBlue Noise Fader AB
NewBlue Noise Reducer AB
Notch
PitchShifter
Reverb
Swap Channels
Treble
Volume
Edit Effects
Apply

You can find the audio effects in Effects view by choosing Audio Effects in the effect type list box. You apply audio effects by dragging them onto the target audio clip. You can then configure them in Properties view. If any of the effects look particularly interesting, you can search Premiere Elements Help for more details.

Exploring on Your Own

Great news: You've finished another lesson and learned the basics of working with sound. Specifically, you learned to create a custom-length soundtrack with SmartSound, to add narration to your projects, to use SmartMix, to adjust audio gain directly, and to create and adjust keyframes in the Timeline and Properties view.

But you're not finished yet. The best way to master the audio tools in Premiere Elements is to continue to explore them.

1. Experiment with different songs available in SmartSound. Think of some upcoming projects (birthdays, holidays, vacations) and try to find the appropriate tracks for those videos.
2. Experiment with various audio effects such as Delay and Dynamics. A description of Premiere Elements audio effects can be found in the "Audio Effects" section of Premiere Elements Help.
3. As you did for the fade-in of the soundtrack, try to create a fade-out for the end of your project.

Review questions

1. What is SmartMix, and when should you use it?
2. What is the Audio Mixer, and how do you access it?
3. How would you change the volume of a clip over time using keyframes?
4. How do you change the presets of an audio effect?
5. What is Normalization, and how is it different from adjusting audio volume directly?

Review answers

1. SmartMix is a feature that lets you identify which audio track(s) you want in the foreground and which ones you want in the background. It automatically adjusts the volume of the background clips to ensure that the foreground clip—usually speech or narration—is clearly audible. You should use SmartMix whenever you're trying to mix two audio tracks, especially when one contains narration or other dialog.
2. Using the Audio Mixer, you can easily adjust the audio balance and volume for different tracks in your project. You can refine the settings while listening to audio tracks and viewing video tracks. Each track in the Audio Mixer corresponds to an audio track in the Timeline or Sceneline and is named accordingly. You can access the Audio Mixer by clicking the Mix Audio button or by choosing Window > Audio Mixer.
3. Each clip in the Premiere Elements Timeline has a yellow volume graph that controls the keyframes of the clip. To add keyframes, Ctrl-click (or Command-click) the line. You must have at least two keyframes with different values to automatically change the volume level of an audio clip. You can also use the Audio Mixer to set keyframes to change the volume of your audio clip over time.
4. First, select the clip that contains the effect you want to adjust in the Timeline. Second, in the Effects view, click the Edit Effects button. In Properties view, expand the property by clicking the triangle next to the property name (if available), and then drag the slider or angle control.
5. Normalization boosts the audio volume of all samples of an audio clip the same amount, stopping when further volume increases would produce distortion in the loudest sections of the clip. When you adjust volume manually, you run the risk of causing distortion if you boost volume.

10 WORKING WITH MOVIE THEMES

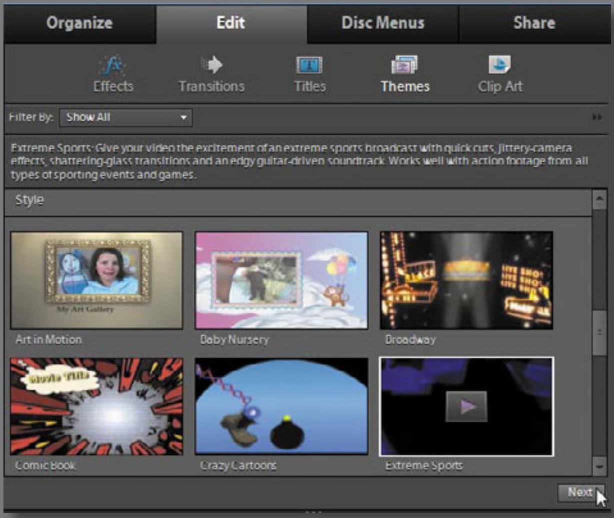
In the previous six chapters, you learned how to produce a completely customized movie from your source clips. In this chapter, you'll learn how to apply a Movie theme to your source clips to produce an engaging, stylized movie in a matter of moments.

Movie themes are collections of professionally created, theme-specific titles, effects, transitions, and background music. Before applying a theme, Adobe Premiere Elements analyzes your video footage for content, and then edits your content to best fit the tone of the theme.

As with InstantMovies, you can apply an entire theme or just parts of it to perfectly fit your creative concept. In this lesson, you'll learn how to do the following:

- Select a Movie theme
- Choose some Movie theme properties and apply them to your clip
- Edit your movie after applying a Movie theme

This lesson will take approximately 30 minutes.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Style
My Art Gallery
Art in Motion
Baby Nursery
Broadway
Movie Title
Comic Book
Crazy Cartoons
Extreme Sports
Next

Filter By: Show All

Extreme Sports: Give your video the excitement of an extreme sports broadcast with quick cuts, jittery-camera effects, shattering-glass transitions and an edgy guitar-driven soundtrack. Works well with action footage from all types of sporting events and games.

Choosing a Movie theme.

Getting Started

To begin, you'll launch Premiere Elements, open the Lesson10 project, and review a final version of the movie you'll be creating.

1. Before you start the project, make sure that you have correctly copied the Lesson10 folder from the DVD in the back of this book onto your computer's hard disk. See "Copying the Classroom in a Book Files" in the Getting Started section at the beginning of this book.
2. Launch Premiere Elements.
3. In the Welcome screen, click the Open Project button. If necessary, click Open in the pop-up menu. The Open Project dialog opens.
4. Navigate to your Lesson10 folder and select the project file Lesson10_Start_Win.prel (Windows) or Lesson10_Start_Mac.prel (Mac OS). If a dialog appears asking for the location of rendered files, click the Skip Previews button.

   Your project file opens with the Monitor, Tasks, and My Project panels open.
5. Choose Window > Restore Workspace to ensure that you start the lesson with the default panel layout.

Viewing the Completed Movie Before You Start

To see what you'll be creating in this lesson, take a look at the completed movie.

1. In the Organize tab of the Tasks panel, click Project (Project). In Project view, locate the file Lesson10_Movie.mov, and then double-click it to open the video into the Preview window.
2. In the Preview window, click the Play button (►) to watch the video of some kids shooting hoops, which you'll build in this lesson.
3. When finished, close the Preview window by clicking the Close button (✖) in the upper-right corner of the window.

About Movie Themes

You first had a glimpse of Movie themes back in Lesson 4, when you learned how to create an InstantMovie from the Organizer. As you recall, an InstantMovie is a Movie theme applied to clips in the Organizer. In this lesson, you'll learn how to apply a Movie theme to clips in the Timeline.

When should you use each approach? When you create an InstantMovie, you can choose your content via tagging and apply Smart Tagging to your source clips, which is fast and effective when attempting to identify the best three or four minutes of video from a mass of source clips.

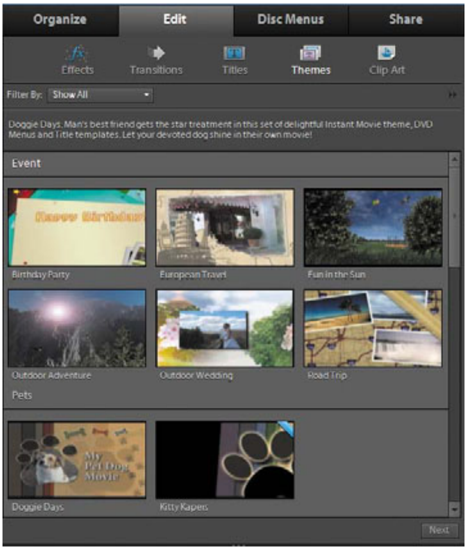
Note that creating an InstantMovie in the Organizer differs from working in the Timeline in one fundamental way: You can't edit source clips before applying an InstantMovie. This makes applying Movie themes in the Timeline a better option if there's source footage that you don't want included in the final movie.

Note: When you apply a theme, all the effects and transitions that you've previously applied to a project are deleted and replaced by the theme. Before applying a theme, choose File > Save to save your project. If you apply a theme and then decide you don't like it, choose Edit > Undo to return to your original version.

Movie themes enable you to quickly create videos with a specific look and feel. The Wedding Doves theme, for example, adds an elegant, animated introduction, an overlay of flying white doves, wedding background music, and closing credits for a wedding video. In contrast, the Comic Book theme provides more funky effects and fonts along with Picture-in-Picture overlays that might be more appropriate for a kids' party video.

You can apply all the properties in a theme, choose to add only a subset, or even just modify some parts. Likewise, you can add a theme to an entire movie or to only a single clip.

You access Movie themes via the Themes button (Themes) in the Edit tab of the Tasks panel. The various themes use animated thumbnails that give you a good idea of the overall feel of the theme.



Filter By: Show All

Doggie Days. Man's best friend gets the star treatment in this set of delightful Instant Movie theme, DVD Menus and Title templates. Let your devoted dog shine in their own movie!

Applying a Movie Theme

In the exercises that follow, you'll apply a Movie theme to the basketball clips that you've edited throughout the book. You'll apply the theme to clips in the My Project panel, using the Timeline, so you should edit out any undesired scenes before applying a theme.

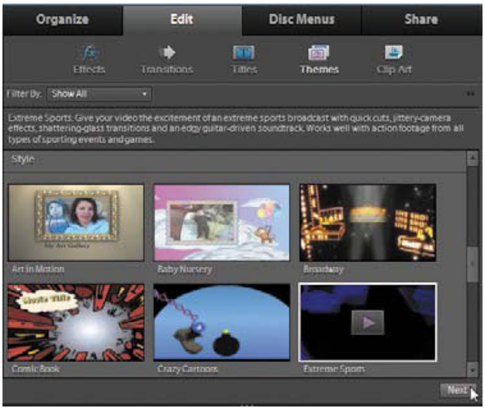
However, don't spend a lot of time ordering the clips on the Timeline: If you choose, Premiere Elements will either arrange the clips to best fit the Movie theme or display them in chronological order. In addition, don't correct brightness, contrast, or stabilization issues before applying a theme, because in order for Premiere Elements to apply the theme-specific effects, it will have to remove all the effects you've previously applied. Don't worry; as with InstantMovies, you can edit your movie after applying the Movie theme and correct any color, brightness, or stabilization issues then.

When you have all the desired clips in the Timeline, follow this procedure to apply a Movie theme.

1 Click the Themes button (Themes) in the Edit tab of the Tasks panel.

Note: The Smart Tagging check box is active only when you're applying an InstantMovie in the Organize panel.

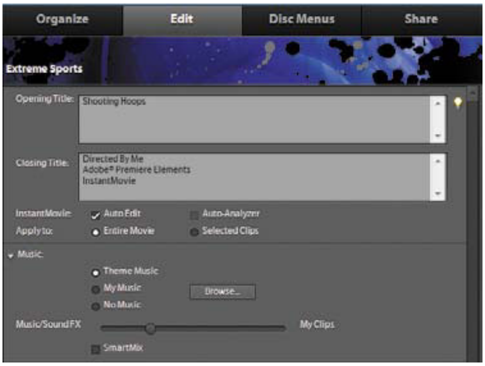
2 Click the Extreme Sports Theme to select it, and then click Next.


Organize
Edit
Disc Menus
Share
Effects
Transitions
Titles
Themes
Clip Art
Style
Art in Motion
Baby Nursery
Broadway
Comic Book
Crazy Cartoons
Extreme Sports
Next

Filter By: Show All

Extreme Sports: Give your video the excitement of an extreme sports broadcast with quick cuts, jittery-camera effects, shattering-glass transitions and an edgy guitar-driven soundtrack. Works well with action footage from all types of sporting events and games.

3 Customize the theme as described here. *Do the following*:


Organize
Edit
Disc Menus
Share
Extreme Sports
Browse...
Music/SoundFX
My Clips

Opening Title: Shooting Hoops

Closing Title: Directed By Me
Adobe® Premiere Elements
InstantMovie

InstantMovie: ☑ Auto Edit ☐ Auto-Analyzer

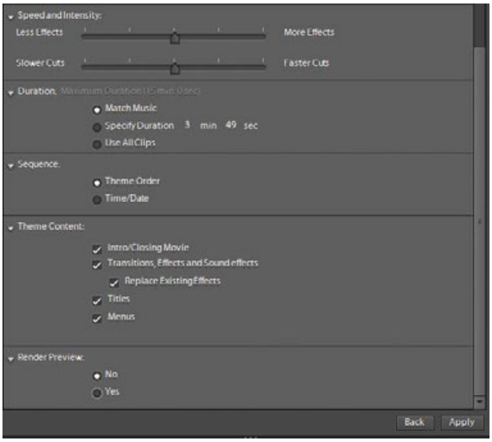
Apply to: ● Entire Movie ○ Selected Clips

Music:
● Theme Music
○ My Music
○ No Music

☐ SmartMix

- Customize the Opening and Closing Titles. Keep the Opening Title relatively short, or your text may not fit in the title box used by many themes.
- Select the Auto Edit check box to have Premiere Elements analyze your clips and edit them to fit the selected theme. If you don't select Auto Edit, Premiere Elements uses the clips as is and doesn't edit them.

- Select the Entire Movie radio button to apply the theme to all clips on the Timeline.
- In the Music box, select Theme Music.
- Drag the Music/Sound FX slider to the left as shown in the previous figure to prioritize background audio over the trash-talking and wind noise in the original clips.
- If you have dialog in your project (which this clip doesn't), select the SmartMix check box, and Premiere Elements will reduce the volume of the music track when it detects dialog.



Duration: Maximum Duration (15 min 0 sec)
● Match Music
○ Specify Duration 3 min 49 sec
○ Use All Clips

Sequence:
● Theme Order
○ Time/Date

Theme Content:
☑ Intro/Closing Movie
☑ Transitions, Effects and Sound effects
  ☑ Replace Existing Effects
☑ Titles
☑ Menus

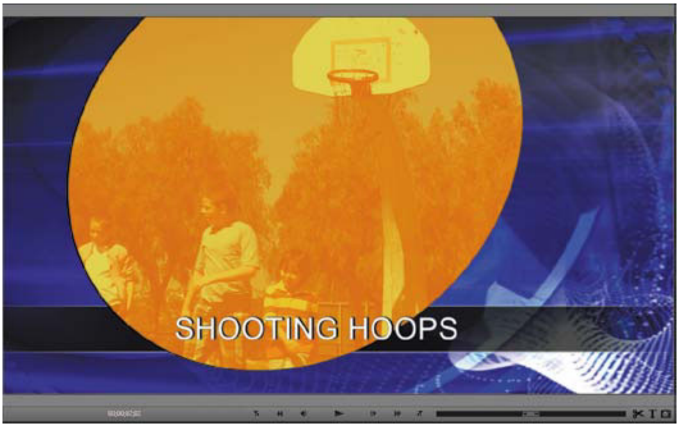
Render Preview:
● No
○ Yes

- In the Speed and Intensity dialog, adjust the Effects and Cuts sliders as desired.
- In the Duration box, select Match Music, which produces a movie that matches the duration of the selected music. This is the approach I recommend in most instances. Or, you can specify a duration or select Use All Clips, which uses all your clips at their original duration with no background music.
- In the Sequence box, select Theme Order, which allows Premiere Elements to use clips as they best match the theme. Your other option, Time/Date, uses the clips in the order that they were shot.
- In the Theme Content box, leave all check boxes selected.
- In the Render Preview box, leave No selected.

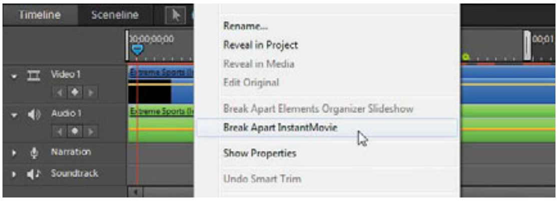
4 After selecting your options, click Apply to create the InstantMovie. Click No when the InstantMovie dialog asks if you want to add more clips. Click Yes when another dialog warns that user-applied effects will be replaced.

5 Premiere Elements creates the InstantMovie and inserts it into the My Project panel.

6 Use the playback controls in the Monitor panel to preview the InstantMovie. If a dialog appears that asks if you want to render before previewing, click No. In general, you probably would want to render for smoother playback, but it could take a while with this source footage, and you can preview with sufficient quality for our purposes without rendering.


SHOOTING HOOPS

7 Premiere Elements adds the InstantMovie to the My Project panel in consolidated form. To break apart the InstantMovie into its components to edit them, click to select the new InstantMovie, right-click, and choose Break Apart InstantMovie.


Timeline
Sceneline
Video 1
Audio 1
Narration
Soundtrack
Extreme Sports
Rename...
Reveal in Project
Reveal in Media
Edit Original
Break Apart Elements Organizer Slideshow
Break Apart InstantMovie
Show Properties
Undo Smart Trim

8 Choose File > Save As, name the file *Lesson10_End.prel* in the Save As dialog, and then save it in your Lesson10 folder.

Exploring on Your Own

Experiment with the different Movie themes provided with your copy of Premiere Elements. Keep in mind that you can apply an entire theme or pick and choose parts of it.

Apply a Movie theme to selected clips in the My Project panel to become familiar with this option.

Well done—you've completed this lesson. You've learned how to apply a Movie theme and how to customize its properties.

Review questions

1. What is a Movie theme?
2. How is a Movie theme different from an InstantMovie?
3. When are InstantMovies a better option than applying Movie themes to clips in the Timeline?
4. How do you edit a movie after applying a Movie theme?

Review answers

1. Movie themes are templates that enable you to quickly turn your clips into a professional-looking movie. You can choose from event-based themes like Birthday or more style-based themes like Silent Film. A Movie theme includes coordinated transitions, effects, and music, as well as layouts for titles and credits. You can apply an entire theme or choose to select only parts of it.
2. InstantMovies are Movie themes applied to clips in the Organizer.
3. InstantMovies are a better option when you'd like to use tagging and Smart Tagging to help choose videos included in the movie. Applying Movie themes in the My Project panel is preferred when you have to edit content before applying the Movie theme.
4. Right-click the finished movie and choose Break Apart InstantMovie.

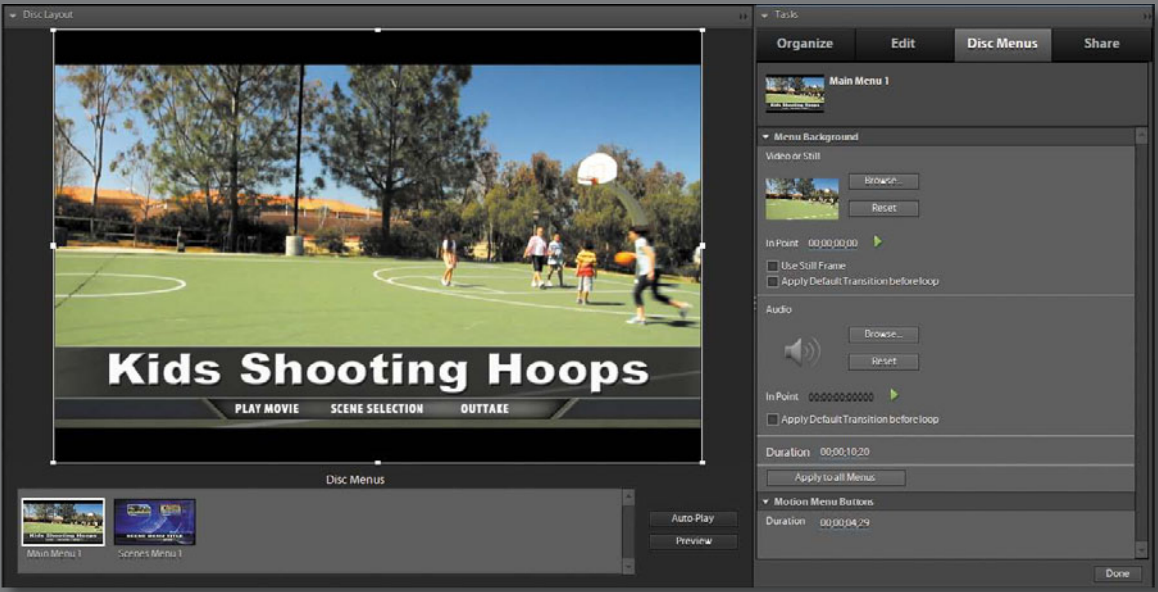
11

CREATING MENUS

In this lesson, you'll create a menu for a movie to be recorded on a DVD or Blu-ray Disc. You can follow along with most of this lesson even if your system does not have a DVD or Blu-ray Disc burner, although it will be helpful if it does. You'll learn how to add menu markers that allow your viewers direct access to scenes in your movies and how to create and customize disc menus. You'll also learn how to preview a menu and then burn a DVD or Blu-ray Disc for playback on a standard DVD or Blu-ray Disc player. Specifically, you'll learn how to do the following:

- Add menu markers to your movie
- Create an auto-play disc
- Use templates to create disc menus
- Customize the look of the menus
- Preview a disc menu
- Record a DVD or Blu-ray Disc
- Create a Web DVD

This lesson will take approximately two hours.



Disc Layout
Kids Shooting Hoops
PLAY MOVIE
SCENE SELECTION
OUTTAKE
Disc Menus
Main Menu 1
Scenes Menu 1
Auto-Play
Preview
Tasks
Organize
Edit
Disc Menus
Share
Main Menu 1
Menu Background
Video or Still
Browse...
Reset
Audio
Browse...
Reset
Apply to all Menus
Motion Menu Buttons
Done

Video or Still

In Point 00;00;00;00

☐ Use Still Frame

☐ Apply Default Transition before loop

Audio

In Point 00:00:00:00000

☐ Apply Default Transition before loop

Duration 00;00;10;20

Motion Menu Buttons

Duration 00;00;04;29

Creating a DVD with menus.

Getting Started

Note: On some computers, we've experienced errors loading the play_by_play and SmartSound wav files in the Lesson11_End and Lesson11_Start projects on the Windows platform. If you experience this issue, you'll see a File Import Failure error message for one or both WAV files. If you see this error, click OK to close the dialog and then load both audio files from the Lesson09 folder using the "Where is the" dialog that will open next. These files are identical to the same files in the Lesson11 folder, but will load into the program and let you continue with the lesson. Sorry for any inconvenience.

To begin, you'll launch Adobe Premiere Elements, open the Lesson11 project, and review a final version of that project.

1 Before you begin, make sure that you have correctly copied the Lesson11 folder from the DVD in the back of this book onto your computer's hard disk. See "Copying the Classroom in a Book Files" in the Getting Started section at the beginning of this book.

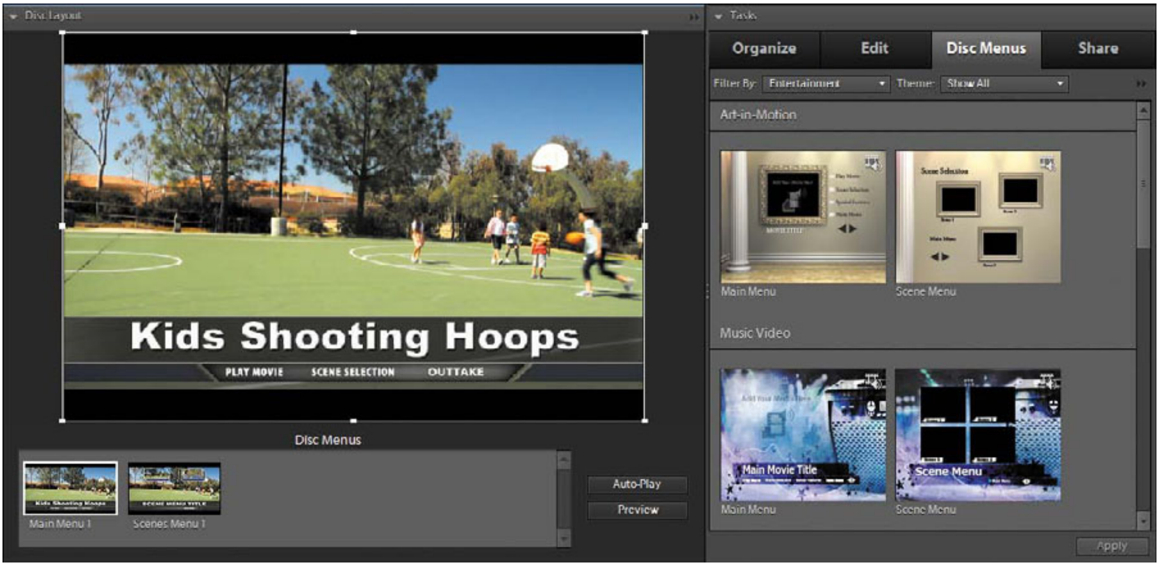
2 Launch Adobe Premiere Elements.

3 In the Welcome screen, click the Open Project button and then click Open in the pop-up menu. In the Open Project dialog, navigate to the Lesson11 folder, select the file Lesson11_End_Win.prel (Windows) or Lesson11_End_Mac.prel (Mac OS), and then click Open. If a dialog appears asking for the location of rendered files, click the Skip Previews button.

   A finished version of the project file you will create in this lesson opens with the Monitor, Tasks, and My Project panels open. You may review it now or at any point during the lesson to get a sense of what your project should look like.

4 Select Disc Menus in the Tasks panel to switch to the Disc Menus workspace. In the Disc Layout panel, click Preview to open the Preview Disc window.

   The Preview Disc window allows you to view and test your menus as they will appear when played on a DVD or Blu-ray player.


Disc Layout
Kids Shooting Hoops
PLAY MOVIE
SCENE SELECTION
OUTTAKE
Disc Menus
Main Menu 1
Scenes Menu 1
Auto-Play
Preview
Tasks
Organize
Edit
Disc Menus
Share
Filter By: Entertainment
Theme: Show All
Art-in-Motion
Main Menu
Scene Menu
Music Video
Main Movie Title
Scene Menu
Main Menu
Scene Menu
Apply

5 In the Preview Disc window, click the Scene Selection button in the main menu to switch to the Scene Selection menu. Click the Videos button to begin playing this selection.

6 Press the spacebar to stop the playback, and then close the Preview Disc window by clicking the Close button (x) in the upper-right corner of the window.

7 After reviewing the finished file, choose File > Close. In the dialog, click No so that you do not save any changes made to the project. Then click the Open Project button, click Open, select the file Lesson11_Start_Win.prel (Windows) or Lesson11_Start_Mac.prel (Mac OS) and click Open. If a dialog appears asking for the location of rendered files, click the Skip Previews button.

8 Choose Window > Restore Workspace to ensure that you start the lesson with the default panel layout.

Note: If you don't have the Extreme template installed on your system, you're not going to see the DVD as shown in the figure. You can drag a different template into the "To add menu drag Template here" window to approximate the experience, but it won't look precisely the same.

Understanding DVDs and Blu-ray Discs

DVD is a generic term that encompasses a few different formats. The format you will work with in Premiere Elements is commonly referred to as DVD-Video. In terms of disc content and playability, this is the same type of DVD that you can purchase or rent and play on a DVD player connected to your TV set or on a computer fitted with the appropriate drive.

A Blu-ray Disc—often abbreviated as BD—is an optical disc format that can store 25 gigabytes (GB) on a single-layer disc or 50 GB on a dual-layer disc. It gets its name from the blue-violet laser a Blu-ray player uses to read it (as opposed to the red laser used by CD and DVD players and drives).

To make a DVD or Blu-ray Disc in Premiere Elements, you must have a compatible DVD or Blu-ray Disc burner. It's important to note that although your system may have a DVD or Blu-ray Disc player, it may not be a recordable drive, also known as a DVD or Blu-ray Disc writer or burner. A computer drive that's described as DVD-ROM or BD-ROM will only play DVDs or Blu-ray Discs, not record them. (But a BD-ROM/DVD-R/CD-R drive will play Blu-ray Discs, play and record DVDs, and play and record CDs.) Check the system specifications of your computer to see which drive (if any) you have. Drives capable of recording DVDs and Blu-ray Discs are also available as external hardware. Often, such external recordable drives are connected through your system's IEEE 1394 port, although some drives connect through the USB port.

Note that the process of authoring your projects, or creating menus and menu markers, is identical for Blu-ray Discs and DVDs. You'll designate which type of disc to record just before you burn the disc in the final exercise of this lesson.

Physical Media

The type of disc onto which you'll record your video is important. You should be aware of two basic formats: Recordable (DVD-R and DVD+R for DVDs, BD-R for Blu-ray Discs) and Rewritable (DVD-RW and DVD+RW for DVDs, BD-RE for Blu-ray Discs). Recordable discs are single-use discs; once you record data onto a recordable disc, you cannot erase the data. Rewritable discs can be used multiple times, much like the floppy disks of old.

Also available are dual-layer DVD-Recordable discs (DVD-R DL and DVD+R DL) that offer 8.5 GB of storage space instead of the 4.7 GB of standard DVD-R, DVD+R, DVD-RW, and DVD+RW discs. Dual-layer BD-R discs, featuring 50 GB of storage space, will come to market soon, but you don't need to be concerned with them at this point.

So which format should you choose? The first thing to note is that DVD-R and DVD+R discs are 100 percent interchangeable. Any drive that records one will record the other, and the same players and drives that play one will almost certainly play the other, at least with single-layer media. It's the same with DVD-RW and DVD+RW. In the very early days of DVD, there was a meaningful distinction between the – and + formats, but it's been irrelevant for close to a decade now.

Compatibility is one of the major issues with recordable disc formats. On the DVD side, there are many older DVD players that may not recognize some rewritable discs created on a newer DVD burner, for example. Compatibility is also more of a concern with dual-layer media than with single-layer discs. Another issue is that, as of this writing, the media for recordable discs is less expensive than the media for rewritable discs (usually much less than $1 per disc). However, if you make a mistake with a recordable disc, you must use another disc, whereas with a rewritable disc you can erase the content and use the disc again. For this reason, I suggest using rewritable discs for making your test discs, and then using recordable discs for final or extra copies.

On the Blu-ray Disc side, the technology is still fairly new and playback compatibility is at least a minor issue with all media. But because the BD-R and BD-RE formats were developed at the same time, BD-RE discs are just as likely to play in a given player as their BD-R counterparts. That said, BD-R discs have come down to the $1.50–$2 range in quantities of 15–25, whereas BD-RE discs remain quite a bit more expensive, so you'll probably find BD-R discs more cost-effective, even though they can't be erased and reused.

Manually Adding Scene Markers

When watching a DVD or Blu-ray Disc movie, you normally have the option to jump to the beginning of the next chapter by clicking a button on the remote control. To specify the start of chapters or sections in your project, you must add scene markers.

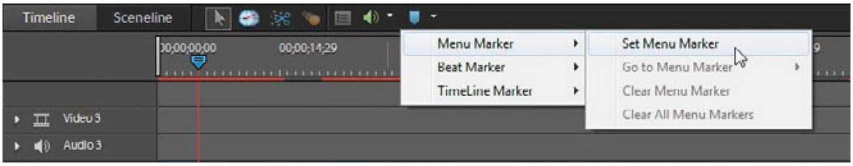
Note: This project is only about two minutes long due to necessary limitations on the file size. Most projects would likely be longer, but the basic principles remain the same.

1 Scroll through the entire movie in the Timeline of the My Project panel.

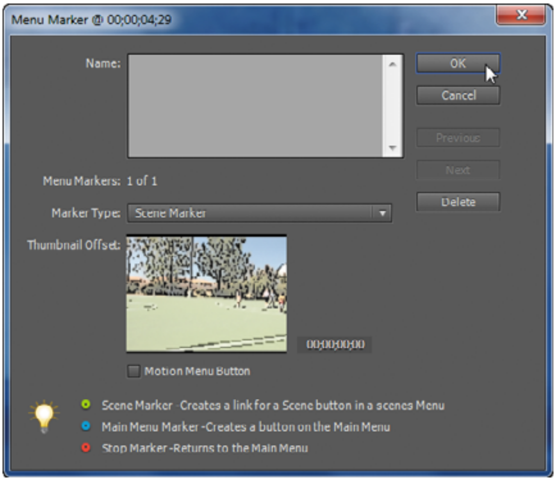
  This project consists of two main sections, the videos and the slide show. You will place scene markers at the beginning of each section so your viewers can access these sections more easily during playback. You'll start by adding the marker for the videos.

2 Press the Home key to move the current-time indicator to the start of the movie. Then press the Page Down key to move to the start of Clip 1.mov.

3 On the top left of the My Project panel, click the Markers drop-down list box (▾), and choose Menu Marker > Set Menu Marker. The Menu Marker panel opens.


Timeline
Sceneline
00;00;00;00
00;00;14;29
Menu Marker
Beat Marker
TimeLine Marker
Set Menu Marker
Go to Menu Marker
Clear Menu Marker
Clear All Menu Markers
Video 3
Audio 3

4 You'll work more with this panel later in this lesson; for now, just click OK to close the panel.


Menu Marker @ 00;00;04;29

Name:

Menu Markers: 1 of 1

Marker Type: Scene Marker

Thumbnail Offset: 00;00;00;00

☐ Motion Menu Button

Scene Marker -Creates a link for a Scene button in a scenes Menu

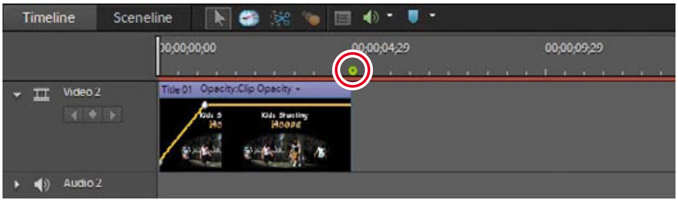
Main Menu Marker -Creates a button on the Main Menu

Stop Marker -Returns to the Main Menu

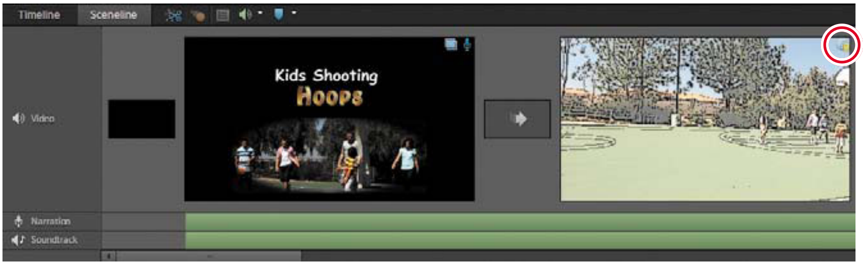
OK
Cancel
Previous
Next
Delete

Note: You may have to move the current-time indicator to better see the green scene marker beneath.

5 Notice the green scene marker icon added just below the previous marker on the time ruler.


Timeline
Sceneline
00;00;00;00
00;00;04;29
00;00;09;29
Video 2
Title 01 Opacity:Clip Opacity
Kids Shooting Hoops
Audio 2

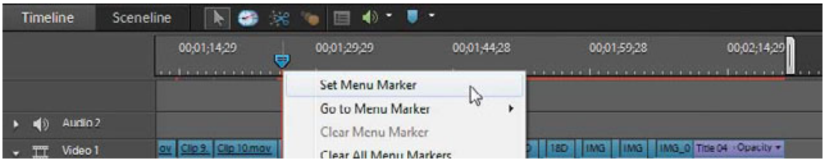
6 In the My Project panel, click the Sceneline button to switch to Sceneline. If necessary, scroll to the right to view Clip 1.mov. Notice the faint scene marker icon added to the upper-right corner of the clip in the Sceneline.


Timeline
Sceneline
Video
Kids Shooting
Hoops
Narration
Soundtrack

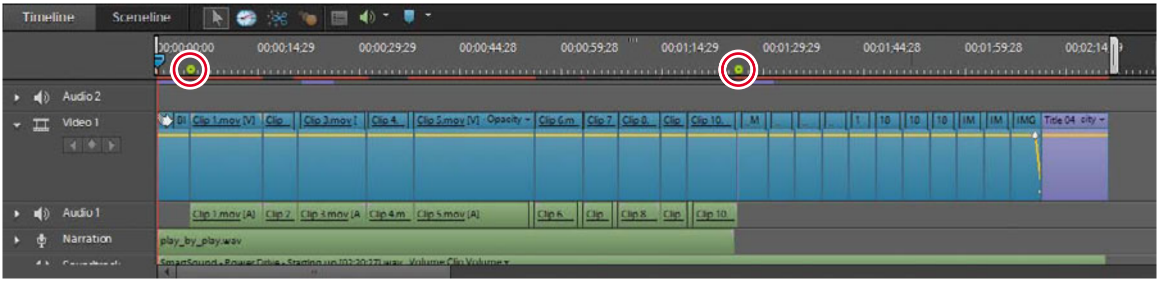
7 Click the Timeline button in the My Project panel to return to the Timeline.

8 Drag the current-time indicator to the start of the slide show, which should be around 00;01;26;08.

9 Right-click the time ruler at the current-time indicator and choose Set Menu Marker. Click OK to close the Menu Marker panel.


Timeline
Sceneline
00;01;14;29
00;01;29;29
00;01;44;28
00;01;59;28
00;02;14;29
Audio 2
Video 1
Set Menu Marker
Go to Menu Marker
Clear Menu Marker
Clear All Menu Markers

10 You should now have two markers in your project, one for each section of this short movie.


Timeline
Sceneline
00;00;00;00
00;00;14;29
00;00;29;29
00;00;44;28
00;00;59;28
00;01;14;29
00;01;29;29
00;01;44;28
00;01;59;28
00;02;14
Audio 2
Video 1
Audio 1
Narration
play_by_play.wav

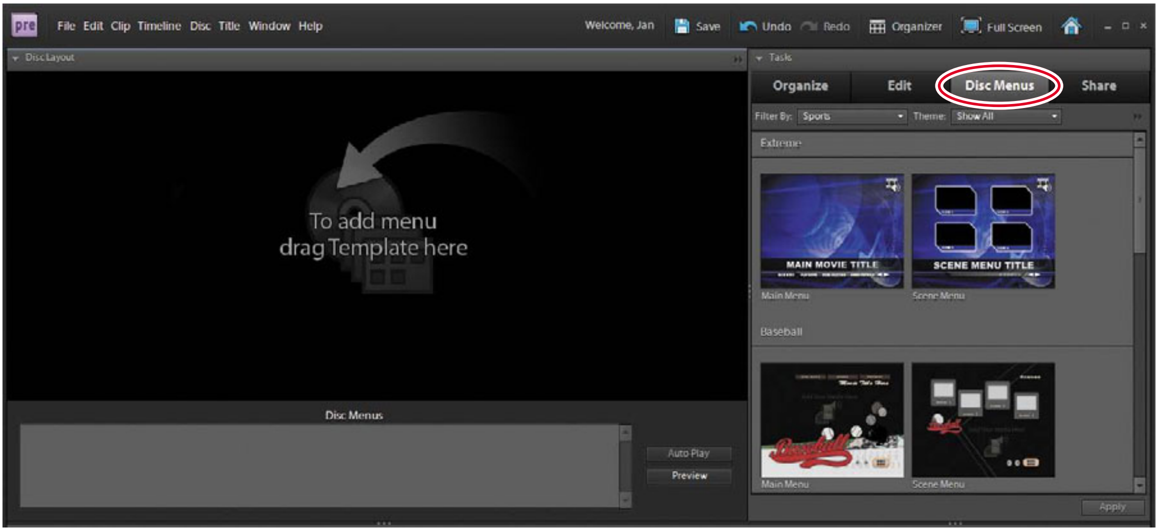
Creating an Auto-play Disc

Most professional DVDs and Blu-ray Discs have menus to help viewers navigate through the disc content. You will work with menus shortly, but there is a quick and easy way to produce a disc without menus: creating an auto-play disc. An auto-play disc is similar to videotape: When you place the disc into a player, it will begin playing automatically. There is no navigation, although viewers can jump from scene to scene—defined by the markers you just added—using a remote control.

Auto-play discs are convenient for short projects that don't require a menu or as a mechanism to share unfinished projects for review. For most longer or finished projects, you'll probably prefer to create a menu.

Note: The Auto-Play button should be dimmed and no template selected. Click the Auto-Play button if your Disc Layout panel looks different from the one shown here.

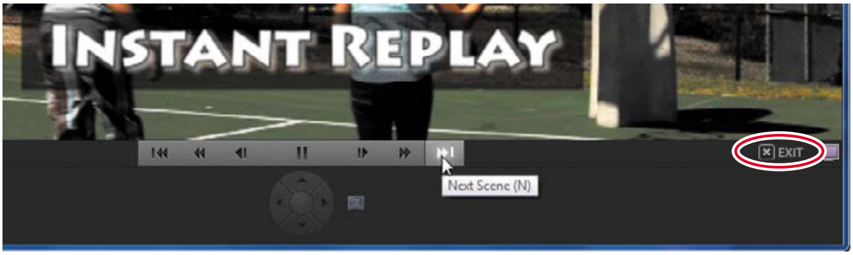
1 Select Disc Menus in the Tasks panel to switch to the Disc Menus workspace. The Disc Layout panel replaces the Monitor panel, and Templates view opens in the Disc Menus tab of the Tasks panel. If you want to see the panel names, choose Window > Show Docking Headers.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Disc Layout
Tasks
Organize
Edit
Disc Menus
Share
Filter By: Sports
Theme: Show All
Extreme
MAIN MOVIE TITLE
SCENE MENU TITLE
Main Menu
Scene Menu
Baseball
Main Menu
Scene Menu
To add menu
drag Template here
Disc Menus
Auto Play
Preview
Apply

2 In the Disc Layout panel, click the Preview button to open the Preview Disc window. The Preview Disc window allows you to view and test your disc as it will appear when viewed on a DVD or Blu-ray Disc player.

3 In the Preview Disc window, click the Play button (►) to begin playing your project. Once the first video clip begins playing, click the Next Scene button (⏭), and the video will jump to the next scene. The scenes are defined by the scene markers you added to your project. When viewing this disc on a TV set, viewers can use a remote control to advance through the scenes.

4 Click the Exit button (☒ EXIT) on the bottom right of the Preview Disc window, or the Close button (x) in the upper-right corner of the Preview Disc window to close it.


INSTANT REPLAY
EXIT
Next Scene (N)

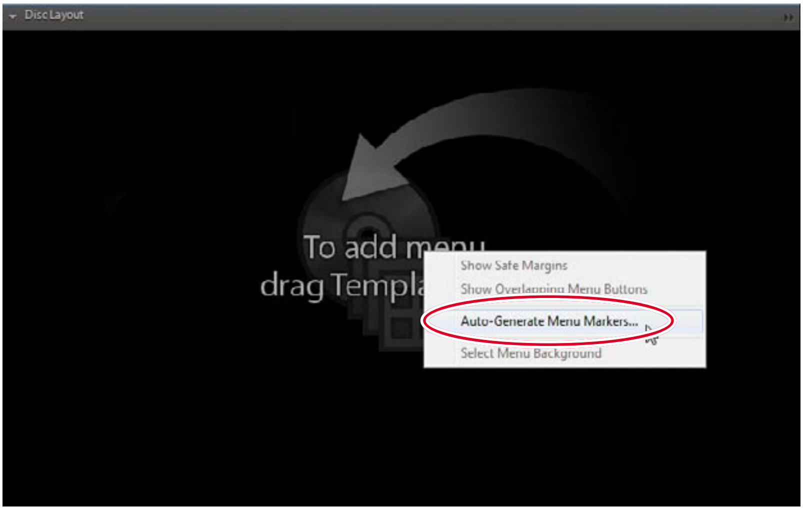
5 Choose File > Save As and save this project file into your Lesson11 folder as *Lesson11_Work.prel.*

Automatically Generating Scene Markers

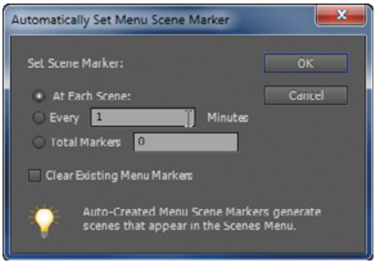
Manually placing markers in the Timeline gives you ultimate control over the placement of your markers. For long videos, however, you may not want to place all the markers by hand. To make the process of placing markers easy, Premiere Elements can create markers automatically based on several configurable parameters.

1 Choose File > Save As and save this project file into your Lesson11 folder as *Lesson11_Markers.prel.* You'll return to the original project file after you finish exploring the automatic generation of scene markers.

2 Right-click in the preview area of the Disc Layout panel, and then choose Auto-Generate Menu Markers.


Disc Layout
To add menu
drag Templa
Show Safe Margins
Show Overlapping Menu Buttons
Auto-Generate Menu Markers...
Select Menu Background

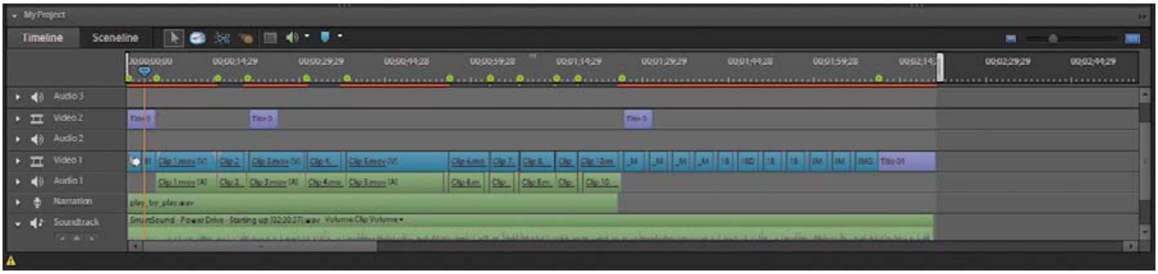
3 The Automatically Set Menu Scene Marker dialog appears. Keep the default option selected to set a scene marker At Each Scene, or to be more specific, at the beginning of every clip on the Video 1 track. The Clear Existing Menu Markers check box should remain deselected unless you want to erase existing markers. Click OK to close the dialog. Scene markers appear at the beginning of every clip.


Automatically Set Menu Scene Marker
OK
Cancel

Set Scene Marker:
● At Each Scene:
○ Every 1 Minutes
○ Total Markers 0
☐ Clear Existing Menu Markers

Auto-Created Menu Scene Markers generate scenes that appear in the Scenes Menu.

4 If you're not in the Timeline already, switch to the Timeline in the My Project panel to review the position of all the markers in your project.


My Project
Timeline
Sceneline
00;00;00;00
00;00;14;29
00;00;29;29
00;00;44;28
00;00;59;28
00;01;14;29
00;01;29;29
00;01;44;28
00;01;59;28
00;02;29;29
00;02;44;29
Audio 3
Video 2
Audio 2
Video 1
Audio 1
Narration
Soundtrack

5 Click the Preview button in the Disc Layout panel.

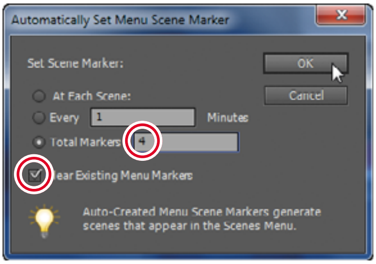
6 In the Preview Disc window, click the Play button (▶) to begin playing your project. Once the first video clip begins playing, click the Next Scene button (⏭) repeatedly and notice how the video jumps from scene to scene.

7 Click the Exit button (☒ EXIT) on the bottom right of the Preview Disc window to close it.

Note: You can reposition markers in the Timeline by dragging them to the left or right.

8 Right-click in the preview area of the Disc Layout panel, and then choose Auto-Generate Menu Markers to again open the Automatically Set Menu Scene Marker dialog.

9 Select the Clear Existing Menu Markers check box. Choose the Total Markers option, type *4* into the number field, and then click OK.



Automatically Set Menu Scene Marker

Set Scene Marker:

○ At Each Scene:

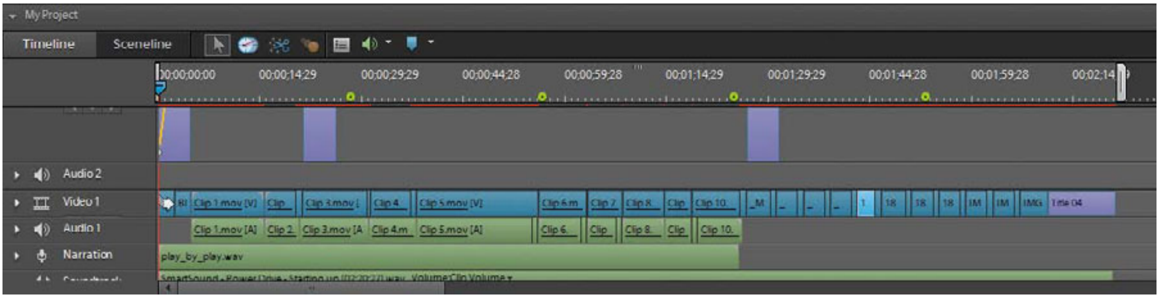
○ Every 1 Minutes

● Total Markers 4

☑ Clear Existing Menu Markers

Auto-Created Menu Scene Markers generate scenes that appear in the Scenes Menu.

Four markers are now evenly spread out across the Timeline.



My Project
Timeline
Sceneline
00;00;00;00
00;00;14;29
00;00;29;29
00;00;44;28
00;00;59;28
00;01;14;29
00;01;29;29
00;01;44;28
00;01;59;28
00;02;14
Audio 2
Video 1
Audio 1
Narration
Clip 1.mov [V]
Clip 3.mov
Clip 4
Clip 5.mov [V]
Clip 6.m
Clip 7
Clip 8
Clip 10
Title 04
Clip 1.mov [A]
Clip 2
Clip 3.mov [A
Clip 4.m
Clip 5.mov [A]
Clip 6
Clip 8
Clip 10
play_by_play.wav

Using the Total Markers option may be preferable to creating a marker for every clip to reduce the number of scenes in your movie. As you'll see in the next exercise, when creating a disc with menus, Premiere Elements automatically creates buttons and menus based on the markers in your project. Too many markers might result in too many navigation buttons and screens for your movie.

10 Choose File > Save. Then choose File > Open Recent Project > Lesson11_Work.prel to return to the project file from the previous exercise.

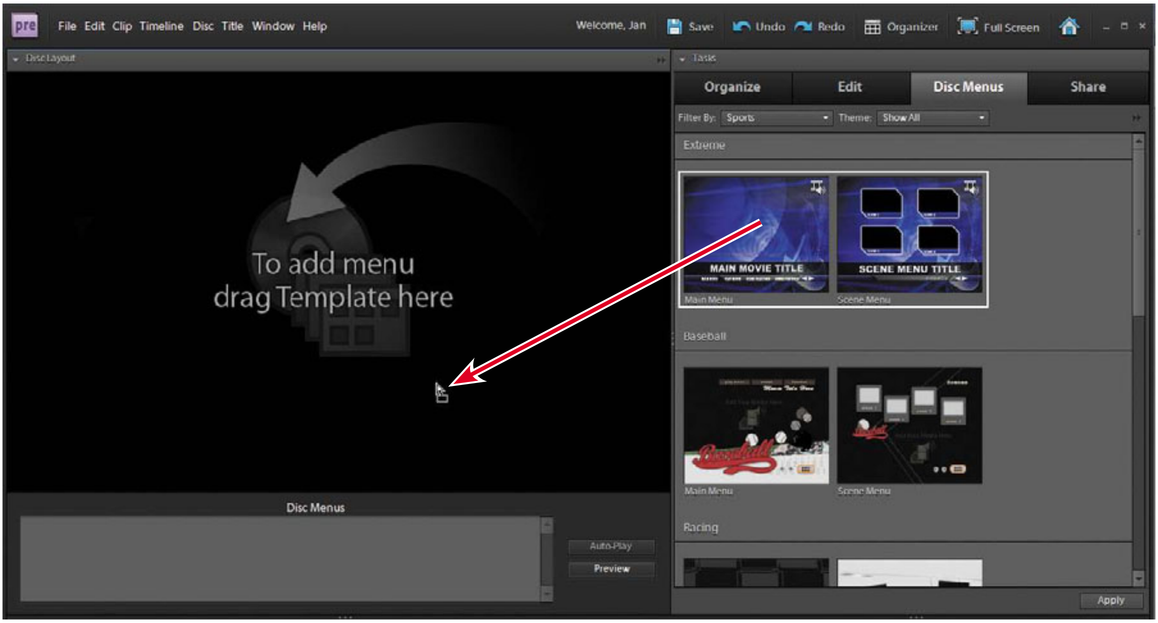
Creating a Disc with Menus

Building an auto-play disc as you did in the previous exercise is the quickest way to go from a Premiere Elements project to an optical disc you can watch in your living room. However, auto-play discs lack the ability to jump directly to different scenes, as well as other navigational features that most users expect when watching a DVD or Blu-ray Disc. You can quickly create such navigation menus in Premiere Elements using a variety of templates designed for this purpose.

1 If you are not currently in the Disc Menus workspace, select Disc Menus in the Tasks panel to switch to it now.

2 Premiere Elements ships with many distinctive menu templates—predesigned and customizable menus that come in a variety of themes and styles. Select Sports from the category menu, and then select the template called Extreme from the menu next to it. If you don't have this category or template, choose another.

3 To apply the Extreme template to your project, click to select the template in Templates view, and then click the Apply button (Apply) in the lower-right corner of Templates view. Or, drop the template from Templates view onto the Disc Layout panel.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Disc Layout
Tasks
Organize
Edit
Disc Menus
Share
Filter By: Sports
Theme: Show All
Extreme
MAIN MOVIE TITLE
SCENE MENU TITLE
Main Menu
Scene Menu
Baseball
Main Menu
Scene Menu
Racing
To add menu
drag Template here
Disc Menus
Auto-Play
Preview
Apply

Each template contains a Main menu and a Scenes menu. The Main menu is the first screen that the viewer sees when the disc is played. The Scenes menu is a secondary panel accessed when the viewer clicks the Scene Selection button in the Main menu.

Note: To replace the selected template, click another to select it, and then click Apply to apply it to the project, or drop it onto the Disc Layout panel. To delete all menus, choose Disc > Change to Auto-Play in the Premiere Elements menu.

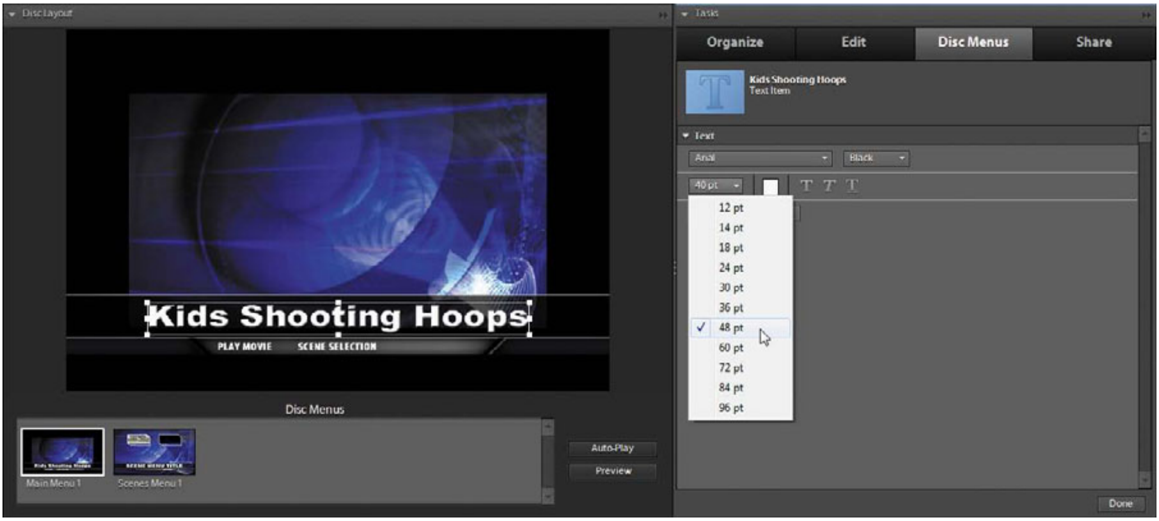
4 Under Disc Menus at the bottom of the Disc Layout panel, click to select Main Menu 1.

Two text links are currently visible in this menu: Play Movie and Scene Selection. Additionally, there is a generic text box called Movie Title Here. You'll now change the text of this generic button to something more appropriate for your project.

5 In the preview area of the Disc Layout panel, click the Movie Title Here text once. A thin, white rectangle appears around the button indicating that it is selected.

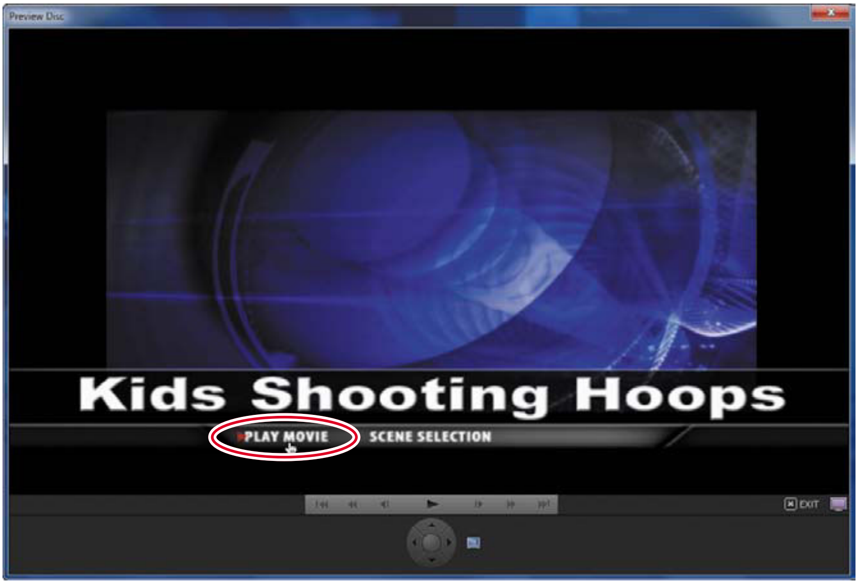
6 Double-click the Movie Title Here text to open the Change Text dialog. If the text under Change Text is not already highlighted, select it now, and then type *Kids Shooting Hoops*. Click the OK button to close the Change Text dialog and to commit the change.

7 Let's make the text *Kids Shooting Hoops* stand out a bit more. Click the text to make it active, and then on the right in the Properties view, click the Font drop-down list box and choose 48 pt. Note that you could also change the font and font size, and unbold, italicize, or underline the text.


Disc Layout
Kids Shooting Hoops
PLAY MOVIE
SCENE SELECTION
Disc Menus
Main Menu 1
Scenes Menu 1
Auto-Play
Preview
Tasks
Organize
Edit
Disc Menus
Share
Kids Shooting Hoops
Text Item
Text
Arial
Black
40 pt
T T T
12 pt
14 pt
18 pt
24 pt
30 pt
36 pt
✓ 48 pt
60 pt
72 pt
84 pt
96 pt
Done

8 Click the Preview button to preview the main menu. Place your pointer over the Play Movie and Scenes Selection buttons, but don't click them yet. Notice the red triangle that appears in the text box when the pointer passes over the text. This rollover effect is part of the menu template and shows viewers which button they're selecting. Click the Play Movie button and the movie begins to play.

Note: Rollover effects like the red triangle in this example vary from template to template.



The preview feature shows how your DVD will look after recording the project to disc. Note, however, that the quality of the previewed video may not be indicative of the final video. Because of the differences between computer monitors and TV sets, you may see noticeable horizontal lines as the video is playing on the computer monitor. These lines are referred to as interlacing and will not be visible in the final movie when played on a TV.

9 As the movie is playing, click the Main Menu button (▣) at the bottom of the Preview Disc window. Clicking this button at any point during playback returns you to the main menu, so you don't have to watch the entire movie if you're just testing your menus.

10 Click the Exit button (☒ EXIT) on the bottom right of the Preview Disc window to close it.

11 Choose File > Save to save your project file.

Modifying Scene Marker Buttons

One of the benefits of DVDs and Blu-ray Discs is the ability to jump quickly to specific scenes in a movie. For each scene marker you add in the Timeline, Premiere Elements automatically generates a Scene Marker button on the Scenes menu. If the template has image thumbnails on the Scenes menu, as the menu you're working with does, Premiere Elements automatically assigns an image thumbnail to it. You can customize the appearance of a Scene Marker button by providing a name for the label and changing the image thumbnail used to identify the scene.

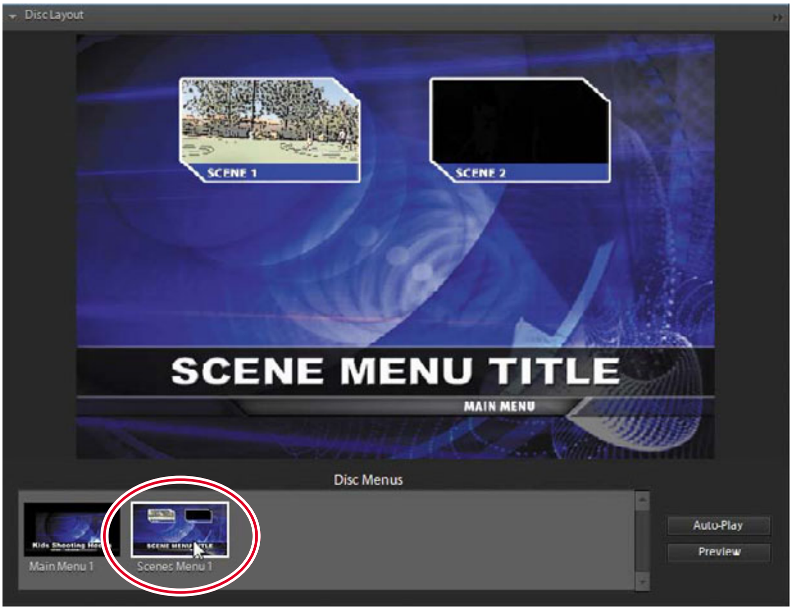
Note that if you have more scene markers than scenes on a Scene menu, Premiere Elements creates additional Scenes menu pages and navigational buttons to jump back and forth between the pages.

Changing Button Labels and Image Thumbnails

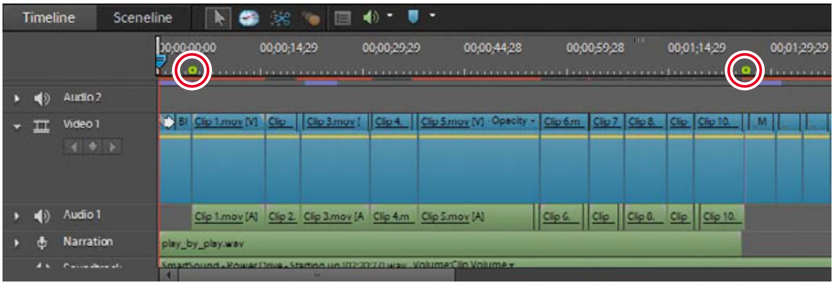
Let's begin by opening the Scenes menu.

1 Click the Scenes Menu 1 thumbnail under Disc Menus in the Disc Layout panel to view the Scenes menu.

   Premiere Elements has generated the two Scene Marker buttons and their image thumbnails based on the scene markers you added in the first exercise. By default, Premiere Elements named the Scene Marker buttons Scene 1 and Scene 2. You'll customize these for your content shortly.



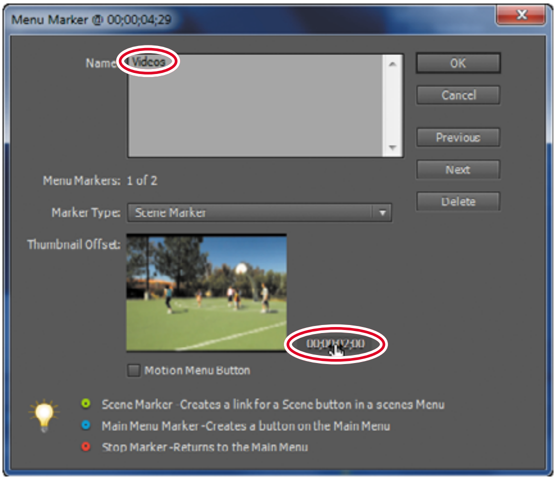
   In addition, by default, the thumbnail in the Scene Marker button is the first frame of the clip the button links to. This doesn't work well in this case because the thumbnail is obscured either by the animated pastel sketch effect or in the midst of a Fade to Black transition, so viewers can't easily discern the content of the scene. Let's change these thumbnails to more appropriate frames.


Timeline
Sceneline
00;00;00;00
00;00;14;29
00;00;29;29
00;00;44;28
00;00;59;28
00;01;14;29
00;01;29;29
Audio 2
Video 1
Audio 1
Narration
Clip 1.mov [V]
Clip 3.mov
Clip 4
Clip 5.mov [V] Opacity
Clip 6.m
Clip 7
Clip 8
Clip 10
Clip 1.mov [A]
Clip 2
Clip 3.mov [A
Clip 4.m
Clip 5.mov [A]
play_by_play.wav

2 Double-click the first marker to open the Menu Marker panel for the first marker. In the Name field, type *Videos*.

3 In the Thumbnail Offset section, notice that the time counter is set to 00:00;00;00. Place your pointer over the time counter, drag to the right about 00;00;02;00, and then release the pointer to freeze the movie at that location. Or, click the time counter and enter the timecode directly. Click OK, and Premiere Elements updates the button name and image thumbnail in the Scenes menu.

Note: When using menu templates, one- or two-word titles fit best into the text boxes.


Menu Marker @ 00;00;04;29

Name: Videos

Menu Markers: 1 of 2

Marker Type: Scene Marker

Thumbnail Offset: 00;00;02;00

☐ Motion Menu Button

Scene Marker - Creates a link for a Scene button in a scenes Menu

Main Menu Marker - Creates a button on the Main Menu

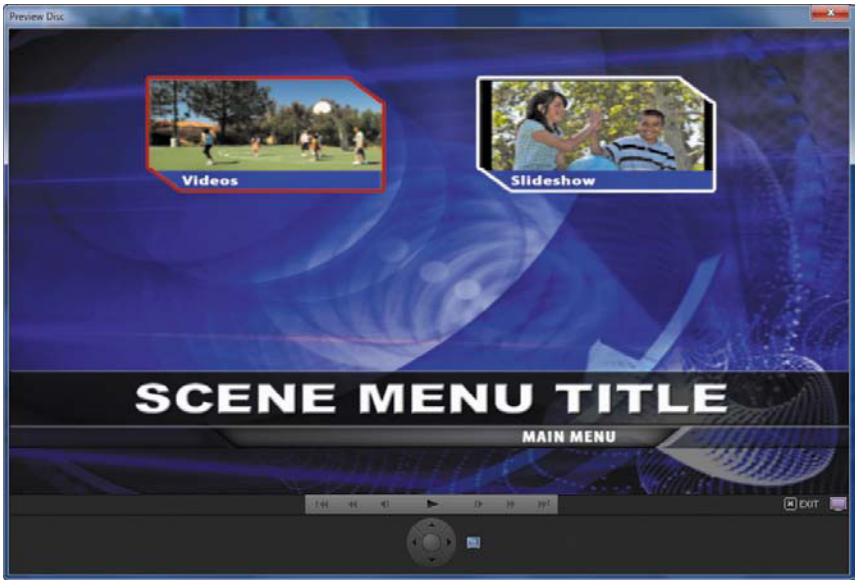
Stop Marker - Returns to the Main Menu

OK
Cancel
Previous
Next
Delete

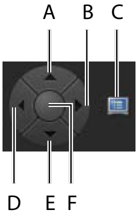
Next, you'll change the name of the remaining button and its image thumbnail.

4 Double-click the second marker, type *Slideshow* into the name field, and drag the time counter to about 00;00;04;00. Click OK. Premiere Elements updates the button name and image thumbnail in the Scenes menu.

5 When you're finished, click the Preview button to open the Preview Disc window. Click the Scene Selection button to navigate to the Scene menu. Notice that Premiere Elements has updated button names and thumbnails.



6 At the bottom of the Preview Disc window you can see a group of navigation buttons, which simulate the controls on a DVD remote control. Click any of the arrows to advance through the Scene Menu buttons, and click the center circle (the Enter button) to play that scene. Premiere Elements automatically controls the navigation of all menu buttons, so you should preview all scenes on the disc to ensure that you placed your markers logically. When you're done, close the Preview Disc window.



A. Up. **B.** Right. **C.** Main Menu button.
D. Left. **E.** Down. **F.** Enter.

7 Choose File > Save to save your project file.

Working with Submenus

Before you start customizing menu appearance, there are some other navigation and button placement options that you should be aware of. For example, many Hollywood movies have a link on the main menu to bonus or deleted clips sections. Premiere Elements lets you create a submenu button on your main menu by adding a special menu marker.

In addition, by default, once a viewer starts watching any portion of the movie, the video will continue on to the end, even if there are intervening scene markers. In the project you've been working on, this isn't a problem, but with other projects, you may want to stop playback after a scene completes and return the viewer to the menu. You can accomplish this by using the stop marker discussed here.

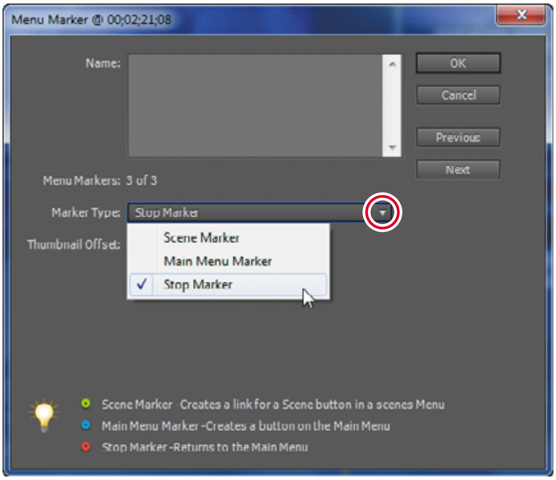
In this exercise, you will add a button on the main menu linking to a bonus video clip.

1 Under Disc Menus in the Disc Layout panel, click to select Main Menu 1. Currently, two buttons are in this menu: the Play Movie and Scenes Selection buttons. The template design leaves space for more buttons below these two buttons, if needed.

2 Select the Timeline in the My Project panel. Press the End key to move the current-time indicator to the end of the last clip.

   You will now add a special marker to the end of your movie.

3 Right-click the time ruler at the current-time indicator and choose Set Menu Marker. The Menu Marker panel opens.



Menu Marker @ 00;02;21;08

Name:

Menu Markers: 3 of 3

Marker Type: Stop Marker

Thumbnail Offset:

Scene Marker - Creates a link for a Scene button in a scenes Menu

Main Menu Marker - Creates a button on the Main Menu

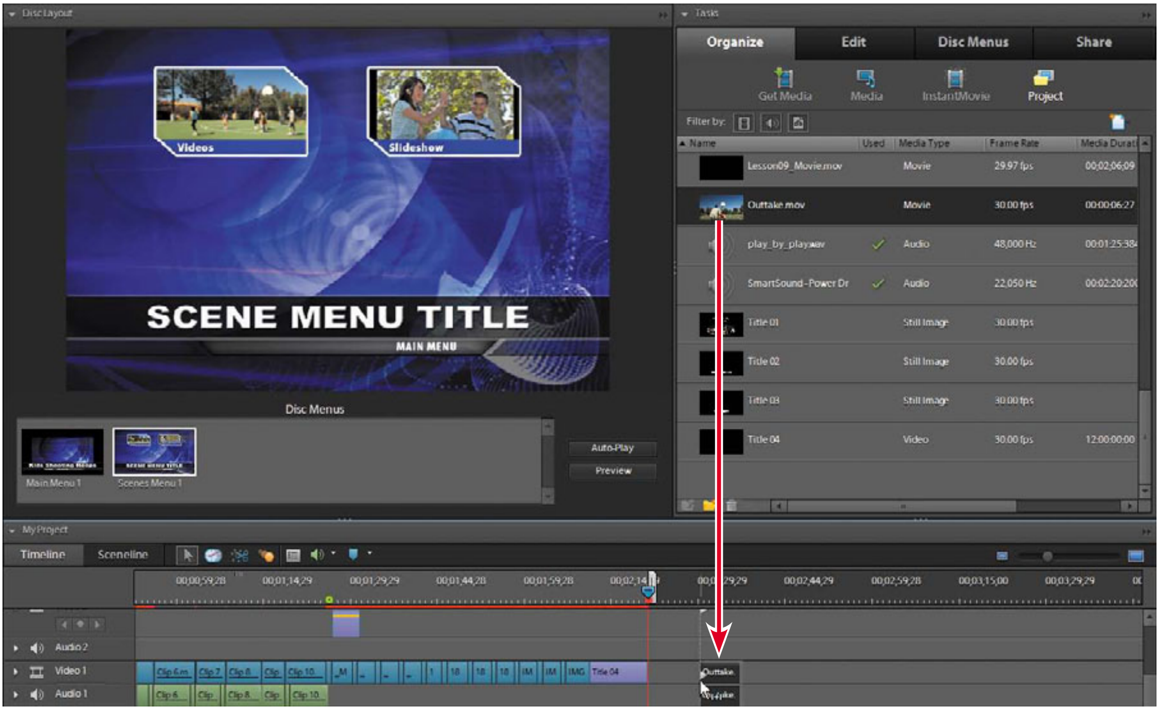
Stop Marker - Returns to the Main Menu

4 Choose Stop Marker from the Marker Type menu. When a stop marker is reached during playback, the viewer will return to the main menu.

5 Click OK to add the stop marker. In the Timeline, stop markers are colored red to help you differentiate them from the green scene markers and the blue main menu markers. You will learn more about main menu markers later in this lesson.

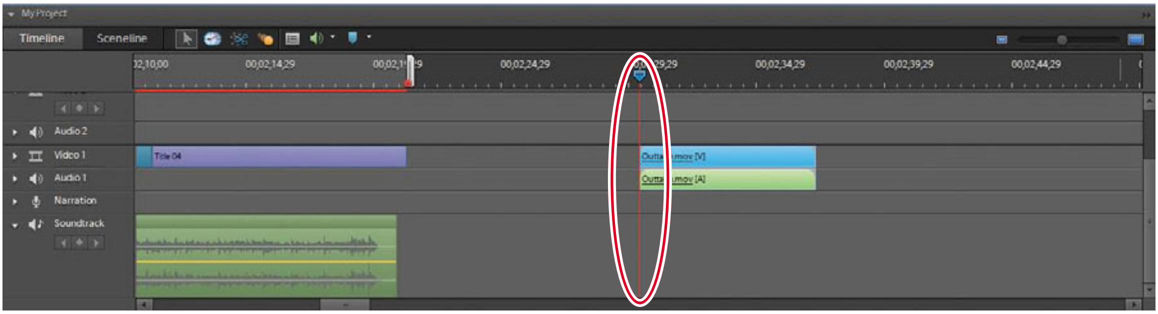
Next, you'll add an additional clip named Outtake.mov to the end of the Timeline. This clip will be a bonus clip that users can access from the main menu but is not part of the main movie.

6 Select the Organize tab of the Tasks panel, and then click Project. In Project view, drag the Outtake.mov clip into the Video 1 track after the credit title sequence at the end of your Timeline. Be sure to place the clip a few seconds from the last clip, leaving a gap between the clips.


Disc Layout
Videos
Slideshow
SCENE MENU TITLE
MAIN MENU
Disc Menus
Main Menu 1
Scenes Menu 1
Auto-Play
Preview
Tasks
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
My Project
Timeline
Sceneline
Audio 2
Video 1
Audio 1
Outtake

Name	Used	Media Type	Frame Rate	Media Durati
Lesson09_Movie.mov		Movie	29.97 fps	00;02;06;09
Outtake.mov		Movie	30.00 fps	00:00:06:27
play_by_play.wav	✓	Audio	48,000 Hz	00:01:25:384
SmartSound-Power Dr	✓	Audio	22,050 Hz	00:02:20:20
Title 01		Still Image	30.00 fps	
Title 02		Still Image	30.00 fps	
Title 03		Still Image	30.00 fps	
Title 04		Video	30.00 fps	12:00:00:00

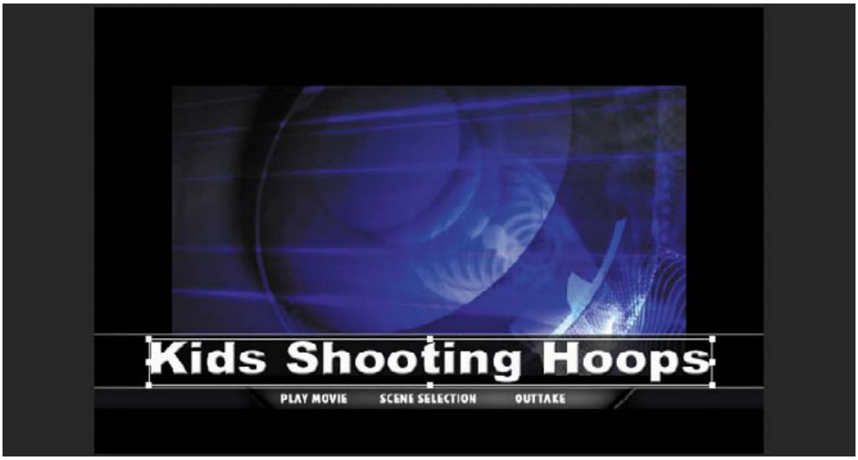
7 Press the Page Down key to advance the current-time indicator to the beginning of the added Outtake.mov clip, and then right-click and choose Set Menu Marker to open the Menu Marker dialog.


My Project
Timeline
Sceneline
Audio 2
Video 1
Audio 1
Narration
Soundtrack
Title 04
Outtake.mov [V]
Outtake.mov [A]

8 In the Menu Marker dialog, choose Main Menu Marker from the Marker Type menu. In the name field, type *OUTTAKE*, and then click OK to close the Menu Marker dialog.

Premiere Elements adds a button named OUTTAKE to the Main Menu 1 in the Disc Layout panel.

Note: You don't have to add a stop marker at the end of the Outtake.mov clip. When Premiere Elements reaches the end of the Timeline, it will automatically return the viewer to the main menu.


Kids Shooting Hoops
PLAY MOVIE
SCENE SELECTION
OUTTAKE

9 Click the Disc Menus tab and then the Preview button, and then click the OUTTAKE button to play the video associated with it. When the clip has finished playing, the main menu appears. If you play the main movie from start to finish, you will not see the Outtake.mov clip because of the stop marker you added at the end of the last clip in the main movie.

10 Close the Preview Disc window.

11 Choose File > Save to save your project file.

Three Types of Menu Markers

Scene markers (●): Adding a scene marker to your Timeline automatically adds a scene button to the scene menu of your disc. Scenes menus are secondary to the main menu, and there should be a Scenes button on the main menu that links to the Scenes menu.

Main menu markers (●): Adding a main menu marker to your Timeline automatically adds a button to the main menu of your disc. Most templates have space for either three or four buttons on the first menu page. The Play Movie button and the Scenes button are present by default. This will leave you with space for one or two more buttons, depending on the template you have chosen. If you add additional main menu markers to your movie, Premiere Elements will create a secondary main menu.

Stop markers (●): Adding a stop marker to your Timeline forces Premiere Elements to stop the playback of your Timeline and return the viewer to the main menu. Use stop markers to control the viewer's flow through the movie. For example, if you want the viewer to return to the main menu after each scene, insert a stop marker at the end of each scene. You can also use stop markers to add bonus or deleted scenes after the main movie, linking to this content using either scene or main menu markers.

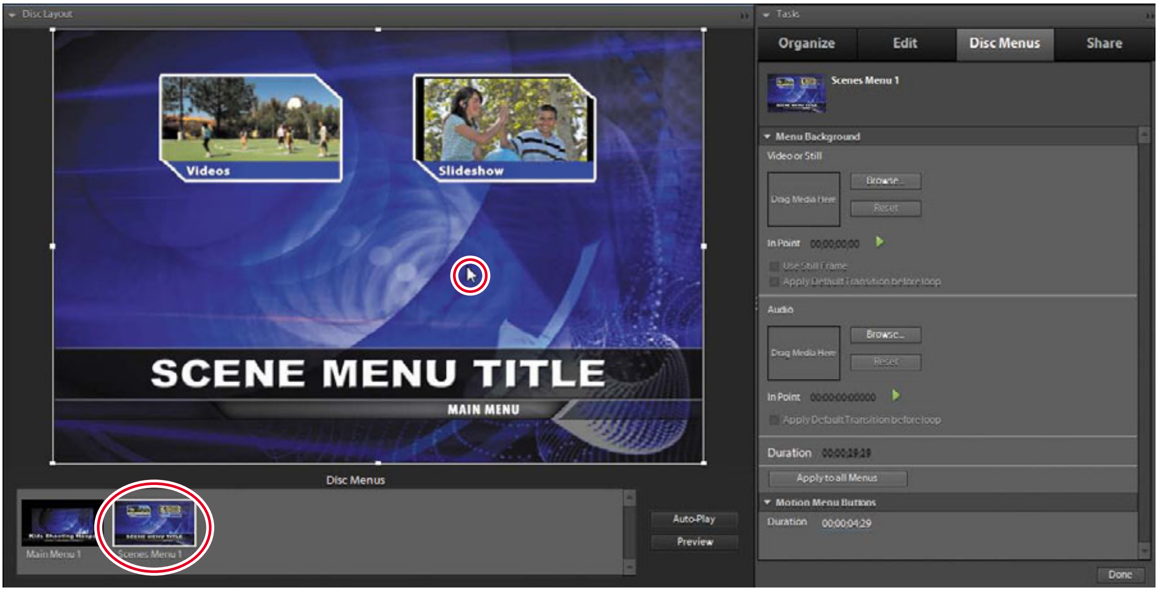
Customizing Menus in Properties View

When you produce a disc in Premiere Elements, you have multiple customization options for your menu, including the ability to change fonts and font colors, to add a still image or video background, to add background music to the menu, and to animate the button thumbnails on your menus. You accomplish all these tasks in Properties view, which displays different options depending on the object you select. Let's take a quick tour.

1. Make sure you are in the Disc Menus workspace, and then choose Window > Restore Workspace to reset the location of your panels. If necessary, click Disc Menus to reenter that workspace.

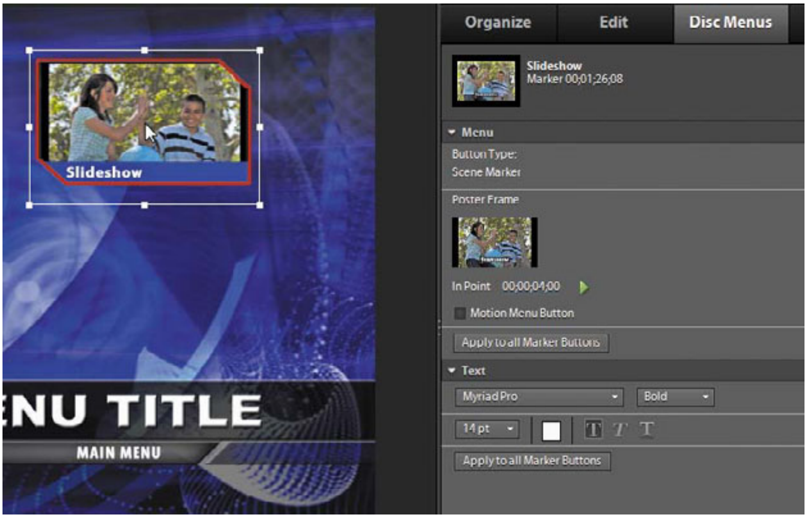
2. Under Disc Menus in the Disc Layout panel, click the Scenes Menu 1 thumbnail to make sure the Scenes Menu 1 menu is loaded.

3. Click in the Scenes Menu 1 menu near the bottom of the menu, being careful not to select any navigational or thumbnail buttons.


Disc Layout
Videos
Slideshow
SCENE MENU TITLE
MAIN MENU
Disc Menus
Main Menu 1
Scenes Menu 1
Auto-Play
Preview
Tasks
Organize
Edit
Disc Menus
Share
Scenes Menu 1
Menu Background
Video or Still
Drag Media Here
Browse...
Reset
In Point 00;00;00;00
Use Still Frame
Apply Default Transition before loop
Audio
Drag Media Here
Browse...
Reset
In Point 00;00;00;00
Apply Default Transition before loop
Duration 00;00;29;29
Apply to all Menus
Motion Menu Buttons
Duration 00;00;04;29
Done

Properties view displays two sections: Menu Background and Motion Menu Buttons. You can expand and collapse these two sections by clicking the arrows to the left of the section title. In the Menu Background section are subsections for Video or Still backgrounds and Audio backgrounds.

4 In the disc layout panel, click the Slideshow marker button. Premiere Elements displays a rectangle, referred to as the *bounding box*, around the button. There are eight selection points around the box that you'll work with in a moment.


Slideshow
NU TITLE
MAIN MENU
Organize
Edit
Disc Menus
Slideshow
Marker 00;01;26;08
Menu
Button Type:
Scene Marker
Poster Frame
In Point 00;00;04;00
Motion Menu Button
Apply to all Marker Buttons
Text
Myriad Pro
Bold
14 pt
Apply to all Marker Buttons

Note that Properties view now displays two sections: Menu options on top and Text options on the bottom. The Menu options are very similar to those selected in the Menu Marker panel. Some, such as the Poster Frame In Point, you can change directly in Properties view; others, such as the Button Type, you have to return to the Menu Marker panel to modify.

Note: As always, in addition to clicking the menu to open Properties view, you can also choose Window > Properties from the Premiere Elements main menu to open Properties view.

5 Click the Scene Selection title in Scenes Menu 1. Premiere Elements displays a bounding box around the title and displays only the Text options in Properties view.

Those are the different control sets of Properties view. Fortunately, you don't have to remember what they are and what they do. Just click the menu component you'd like to edit, and Premiere Elements automatically opens the necessary controls.

Customizing Menus with Video, Still Images, and Audio

You can customize your menus in Premiere Elements by adding a still image, video, or audio to the menu. You can also combine multiple items, such as a still photo and an audio clip. Alternatively, you can add a video clip and replace the audio track with a separate audio clip.

Note that your customization options differ based on the menu template you select. If the menu has a drop zone, still images or video inserted into the menu will display in the drop zone. Otherwise, with templates that don't have drop zones, like the template you're working with in this lesson, the inserted still image or video will appear full screen in the menu background.

Although Premiere Elements allows you to customize a disc menu, keep in mind that changes made will not be saved back to the template; they apply only to the current project. If you'd like to create custom templates to be used in multiple projects, you can create one in Adobe Photoshop Elements, and then add the template to Premiere Elements.

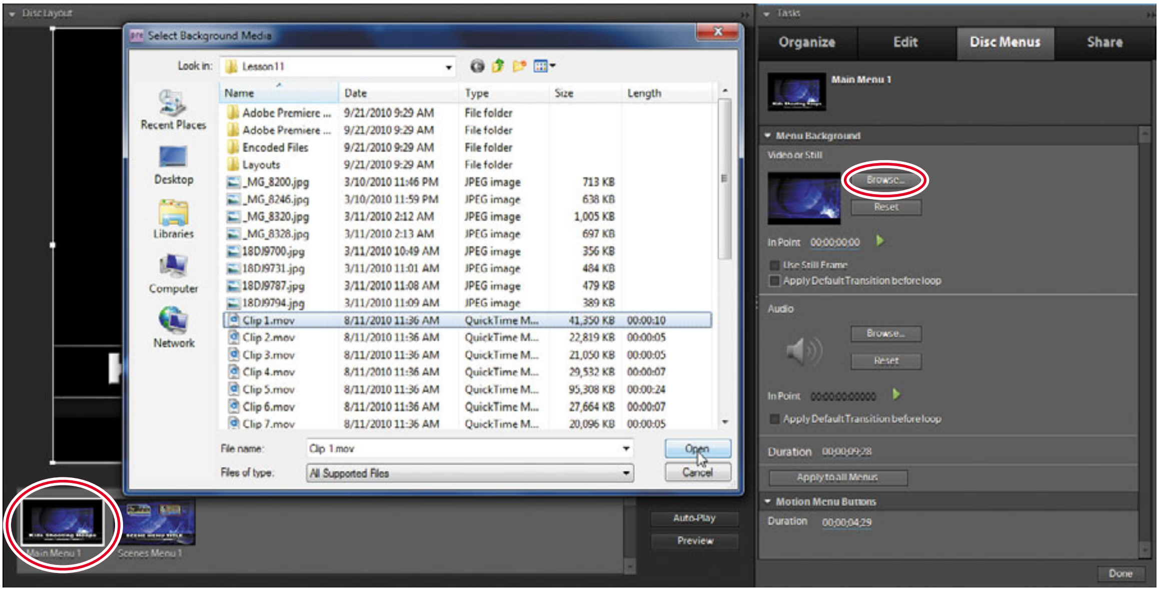
Adding a Still Image or Video Clip to Your Menu

You'll use the same procedure to add a still image or video clip to a menu. In this exercise, you'll insert a video clip into a menu. By default, when you insert a video, the audio plays with the video as well, although you can change this by inserting a separate audio file, as you will do later.

Follow this procedure to add a video clip to your menu.

1. Under Disc Menus in the Disc Layout panel, click to select Main Menu 1. Click in the main menu, being careful not to click one of the active buttons.
2. In Properties view, in the Menu Background box, click the Browse button, navigate to the Lesson11 folder, and choose Clip 1.mov. Click Open to close the dialog and insert the clip into the menu.

Note: You'd follow this same procedure to select a still image either to fit into the drop zone or to use as a full-screen background image.



Look in: Lesson11

Name	Date	Type	Size	Length
Adobe Premiere ...	9/21/2010 9:29 AM	File folder		
Adobe Premiere ...	9/21/2010 9:29 AM	File folder		
Encoded Files	9/21/2010 9:29 AM	File folder		
Layouts	9/21/2010 9:29 AM	File folder		
_MG_8200.jpg	3/10/2010 11:46 PM	JPEG image	713 KB	
_MG_8246.jpg	3/10/2010 11:59 PM	JPEG image	638 KB	
_MG_8320.jpg	3/11/2010 2:12 AM	JPEG image	1,005 KB	
_MG_8328.jpg	3/11/2010 2:13 AM	JPEG image	697 KB	
18DJ9700.jpg	3/11/2010 10:49 AM	JPEG image	356 KB	
18DJ9731.jpg	3/11/2010 11:01 AM	JPEG image	484 KB	
18DJ9787.jpg	3/11/2010 11:08 AM	JPEG image	479 KB	
18DJ9794.jpg	3/11/2010 11:09 AM	JPEG image	389 KB	
Clip 1.mov	8/11/2010 11:36 AM	QuickTime M...	41,350 KB	00:00:10
Clip 2.mov	8/11/2010 11:36 AM	QuickTime M...	22,819 KB	00:00:05
Clip 3.mov	8/11/2010 11:36 AM	QuickTime M...	21,050 KB	00:00:05
Clip 4.mov	8/11/2010 11:36 AM	QuickTime M...	29,532 KB	00:00:07
Clip 5.mov	8/11/2010 11:36 AM	QuickTime M...	95,308 KB	00:00:24
Clip 6.mov	8/11/2010 11:36 AM	QuickTime M...	27,664 KB	00:00:07
Clip 7.mov	8/11/2010 11:36 AM	QuickTime M...	20,096 KB	00:00:05

File name: Clip 1.mov

Files of type: All Supported Files

Main Menu 1

Menu Background

Video or Still

In Point 00;00;00;00

☐ Use Still Frame

☐ Apply Default Transition before loop

Audio

In Point 00;00;00;00000

☐ Apply Default Transition before loop

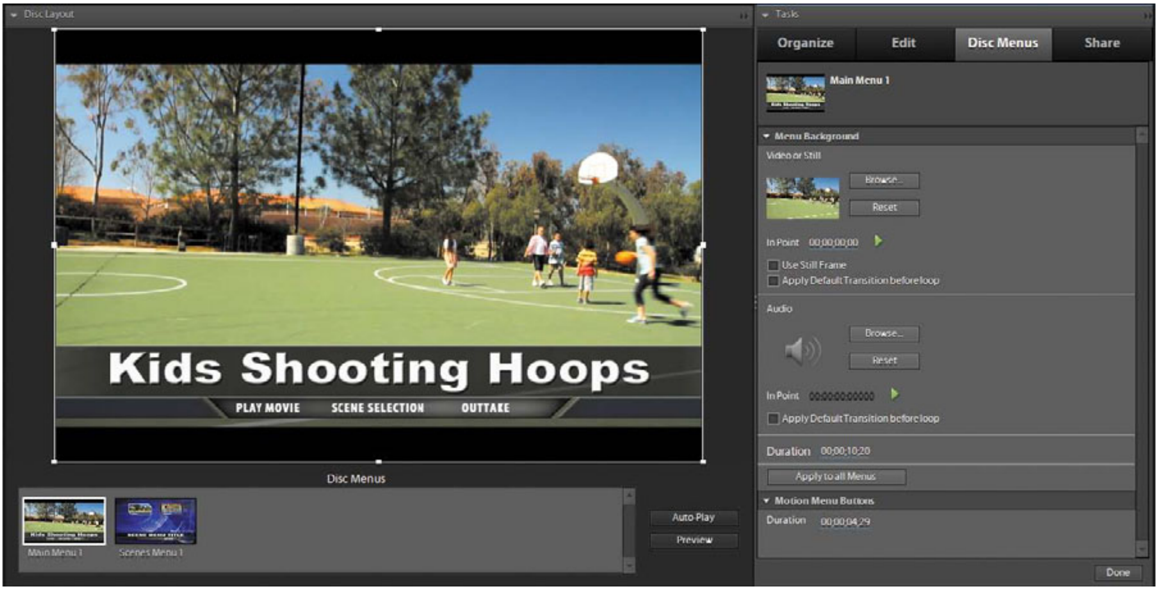
Duration 00;00;09;28

Motion Menu Buttons

Duration 00;00;04;29

3. Note the options available in the Menu Background box in Properties view. Specifically, you can do the following:
   - Play the video by clicking the green play triangle (▶).
   - Choose an In point for the video to start, either by dragging the time counter or by typing in the timecode for the desired starting point.
   - After choosing an In point, you can select the Use Still Frame check box to use the current frame as the background or within the drop zone.
   - Apply the default transition to the video clip before the menu starts to loop by selecting the Apply Default Transition before loop check box. Note that the maximum duration for video menus is 30 seconds, and that the menu will loop indefinitely after that time.

For this exercise, leave the options at their default settings, and click Preview to preview the menu. When you're finished, close the Preview window and return to the Disc Layout panel.


Disc Layout
Tasks
Organize
Edit
Disc Menus
Share
Main Menu 1
Kids Shooting Hoops
PLAY MOVIE
SCENE SELECTION
OUTTAKE
Menu Background
Video or Still
Browse...
Reset
Use Still Frame
Apply Default Transition before loop
Audio
Browse...
Reset
Apply Default Transition before loop
Apply to all Menus
Motion Menu Buttons
Disc Menus
Main Menu 1
Scenes Menu 1
Auto Play
Preview
Done

In Point 00;00;00;00

In Point 00;00;00;00000

Duration 00;00;10;20

Duration 00;00;04;29

4 Choose File > Save to save your project file.

As mentioned, when you add a video to a menu with a drop zone, the video plays within that drop zone. When you add a video to a menu without a drop zone, the video plays in the background of the menu.

Accordingly, to create a menu with your own full-screen still image or video in the background, choose a template without a drop zone. If you opt to customize a menu with a full-screen background image or video, you'll have to manually insert it into each menu created by Premiere Elements. Note that you can insert a different still image or video clip as a background in each menu, or use the background image that came with the menu template.

Adding an Audio Clip to the Background

Let's substitute a separate audio clip for the audio included with the Clip 1.mov video clip. Use this same procedure to add audio to any menu template, whether modified with a still image background or used as is.

1 Click Main Menu 1 in the Disc Layout panel to open its Properties view. If necessary, scroll down the Properties view to locate the Audio section.

2 Click the Browse button, select the SmartSound - Power Drive – Starting up [02;20;27].wav clip in the Lesson11 folder, and then click Open.

3 If you'd like to add a fade-out so the audio loops nicely, select the Apply Default Transition before loop check box.

4 In the Disc Layout panel, click the Preview button. You can see the video or video frame and hear the audio track you selected for the main menu background.

5 Close the Preview window.

6 If you'd like to remove the audio portion from the menu background, click the Reset button next to the speaker icon in the Audio section of Properties view (but don't actually do this).

7 To insert the same video and audio file combination as background for your other menu, click the Apply to All Menus button in the Properties view.

8 Save your project.

Animating Buttons

If the menu template that you select uses thumbnail scene buttons, you can elect to animate the buttons. With an animated button, a designated duration of video from the linked scene will play within the thumbnail while the menu displays. The main menu for this project does not include any buttons with image thumbnails. However, the Scene menu does have image thumbnails. Let's animate these thumbnails.

1 Select the Scenes Menu 1 thumbnail under Disc Menus in the Disc Layout panel.

2 Click the Videos button to select it. Currently, this button displays a still frame extracted from the video clip at the 00;00;02;00 mark.

3 In Properties view, in the Menu box, scroll down if necessary to see all of the Poster Frame section, and then select the Motion Menu Button check box. To animate all Marker buttons, click the Apply to all Marker Buttons button.

Note: You can't set the Out point or the end of clips in Properties view, but you can set all your motion menu buttons to be the same duration, as explained in the following steps.

4 If you'd like to change the In point of the video clip and play a different segment in the animated thumbnail, drag the time counter (which currently reads the 00;00;02;00) to the desired spot.

5 Click an empty area of your background menu. This deselects the current scene button, and Properties view switches to the Menu Background properties. Scroll down to the bottom of Properties view, if necessary, to locate the Motion Menu Buttons box.

6 Note that the default duration for the Motion Menu Buttons is 00;00;04;29, which is the length of Clip 1.mov, the first clip after the scene marker. You can shorten this duration but not lengthen it. Note that the default duration will be as long as the first clip after the scene marker, up to 00;00;29;29, or just under 30 seconds.

7 Click the Preview button in the Disc Layout panel. In the main menu, click the Scene Selection button to access the Scenes menu. All the buttons should now be animated.

8 Close the Preview Disc window.

9 If you'd like to pick a different In point for your thumbnail video, select the Motion Menu Button option and choose suitable In points for the two other scene buttons. If you didn't click the Apply to all Marker Buttons button in step 3, you must individually activate scene buttons to animate them. All animated buttons share the same duration.

10 Save your project.

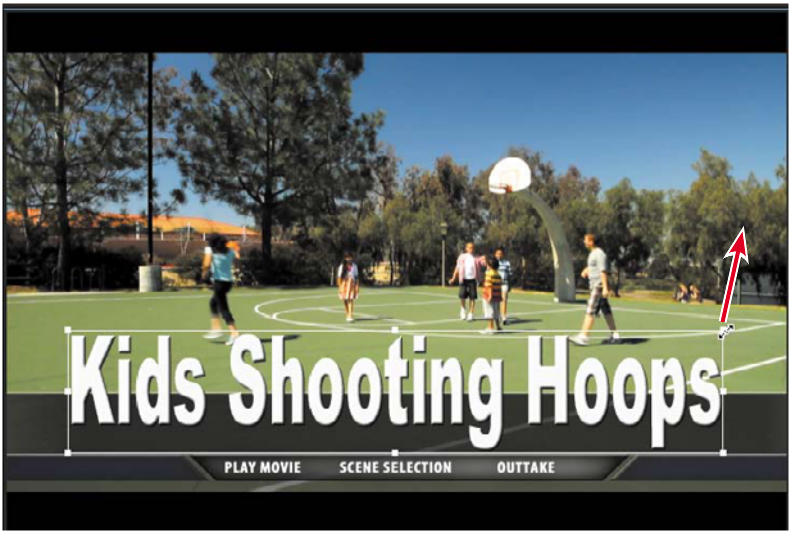
Customizing Button Size, Location, and Text Attributes

Beyond adding still images, video, and audio to your menu, you can also change the size, appearance, and location of buttons and text on your menus. In this exercise, you will make changes to your menu appearance and buttons.

1 Make sure you are in the Disc Menus workspace, and then choose Window > Restore Workspace to reset the location of your panels.

2 Under Disc Menus in the Disc Layout panel, click the Main Menu 1 thumbnail to make sure the main menu is loaded.

3 Click the Kids Shooting Hoops title text to select it. The eight-point bounding box opens. Place your pointer on the upper-right corner, and then drag upward and outward to enlarge the text box.



Scaling text boxes in this manner can be tricky because the width and height do not scale proportionally. Text can easily become distorted.

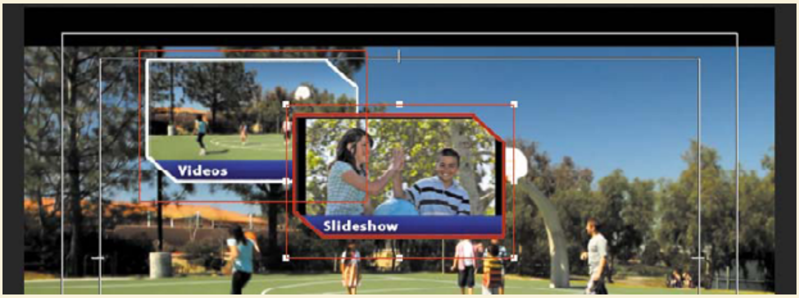
4 Press Ctrl+Z to undo the changes. Premiere Elements allows you to undo multiple steps, so you can backtrack through your changes.

5 With the Kids Shooting Hoops title text still selected, press the equals sign (=) on your keyboard and the text box size increases proportionally. Press the minus sign (-) on your keyboard to reduce the size of your text box proportionally. Using the keyboard commands to change the size avoids the risk of distorting the text.

6 Click the Scenes Selection button in the Disc Layout panel to select it, and then press the Left Arrow key on your keyboard to move it. Pressing the arrow keys allows you to move a button one pixel at a time in the direction of the arrow. Press the Right Arrow key to move the button back to its original location.

Overlapping Buttons

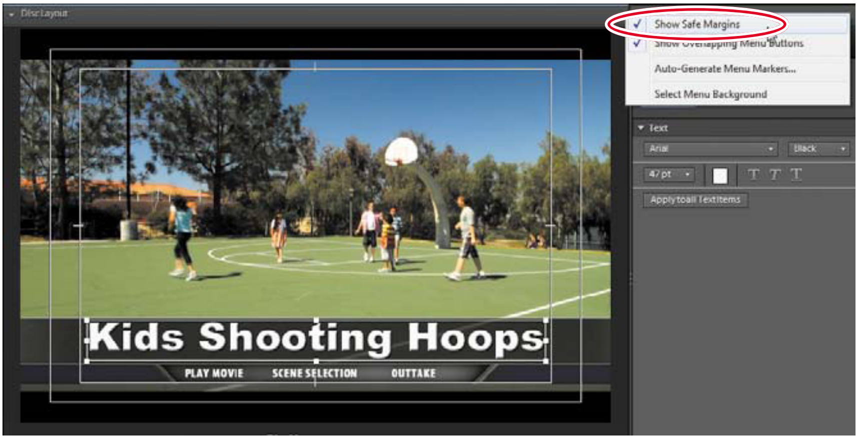
Buttons on a disc menu should not overlap each other. If two or more buttons overlap, there is a potential for confusion. Someone who is using a pointer to navigate and click the menu may not be able to access the correct button if another one is overlapping it. This can easily happen if button text is too long or if two buttons are placed too close to each other.



Overlapping buttons can sometimes be fixed by shortening the button name or simply by moving the buttons so that there's more space between them. By default, overlapping buttons in Premiere Elements are outlined in red in the Disc Layout panel. This feature can be turned off or on by choosing Show Overlapping Menu Buttons from the Disc Layout panel menu at the right side of the docking header.

Note: All buttons and titles within Premiere Elements templates are within the title-safe zone. If you plan to resize or move buttons or text on the menu, you should enable Show Safe Margins in the Disc Layout panel menu at the right side of the docking header menu, as shown in the following figure, and make sure that all content is within the title-safe zone before recording your disc.

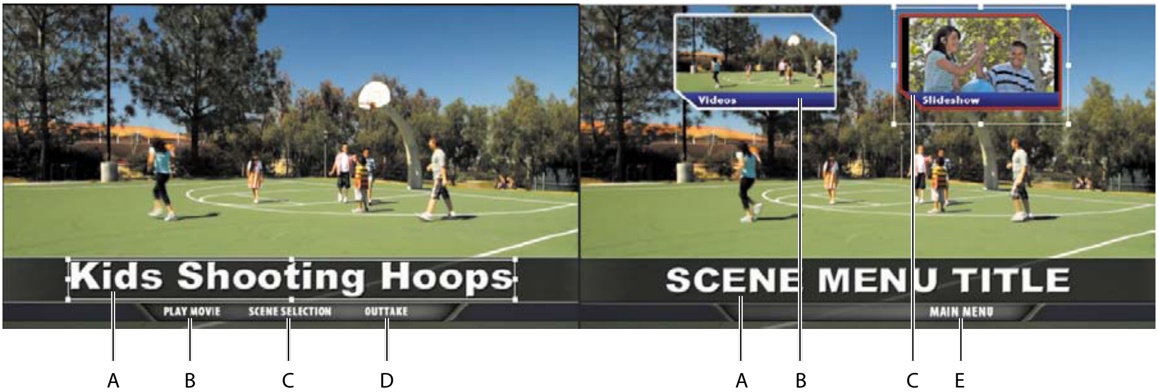
7 Save your project.


Disc Layout
✓ Show Safe Margins
✓ Show Overlapping Menu Buttons
Auto-Generate Menu Markers...
Select Menu Background
Text
Arial
Black
47 pt
Apply to all Text Items
Kids Shooting Hoops
PLAY MOVIE
SCENE SELECTION
OUTTAKE

Changing Menu Button Text Properties

Properties view lets you modify the font, size, color, and style of your menu buttons, and you can automatically apply changes made to one button to similar buttons.

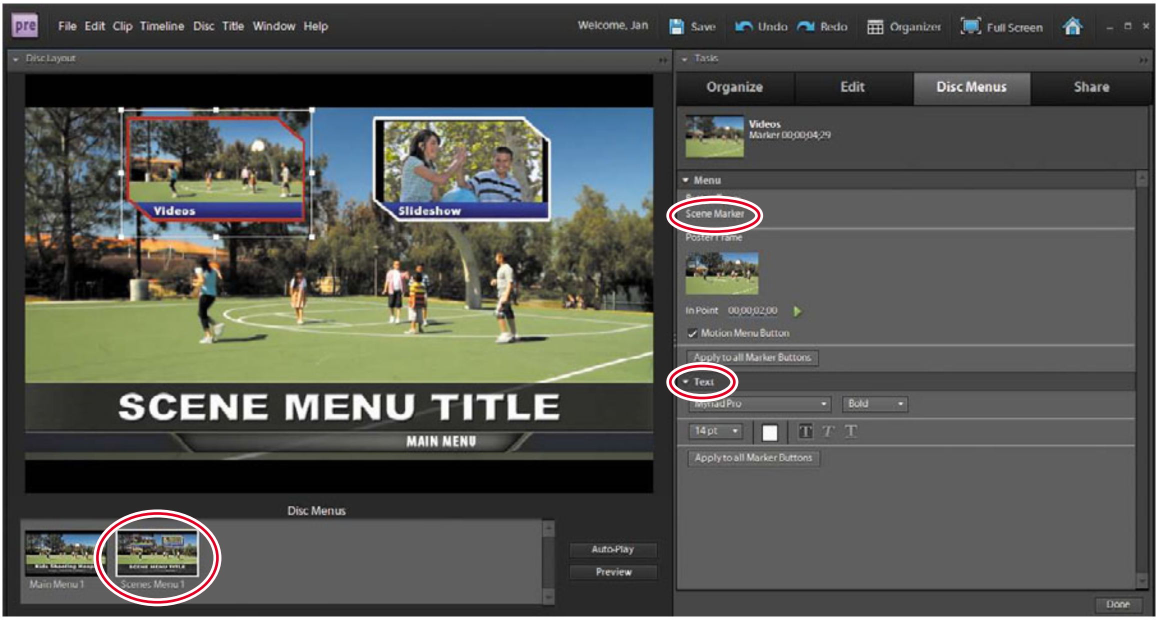
You can modify the text attributes of five types of objects: Menu Titles, which are text-only objects that aren't linked to clips or movies; Play buttons, which link to the beginning of your main movie; Scene Marker buttons, which link to the Scenes menu; Marker buttons, which directly link to a menu marker on the Timeline; and Navigational buttons, such as the link back to the main menu in the Scenes menu.


Kids Shooting Hoops
PLAY MOVIE
SCENE SELECTION
OUTTAKE
A
B
C
D
Videos
Slideshow
SCENE MENU TITLE
MAIN MENU
A
B
C
E

A. Menu title. **B.** Play button. **C.** Scene button. **D.** Marker button. **E.** Navigational button.

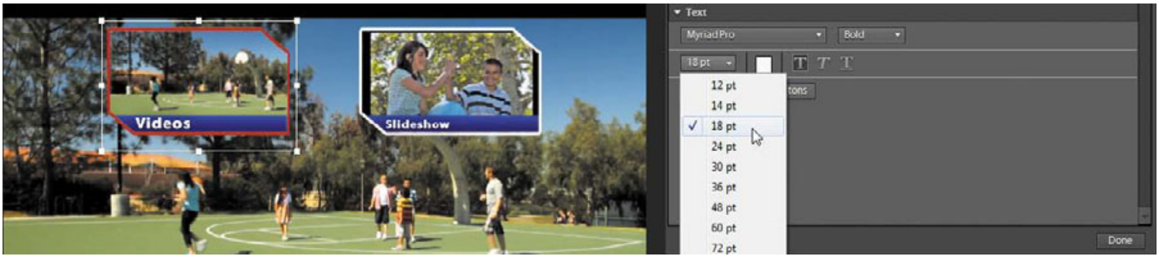
1 Under Disc Menus in the Disc Layout panel, click the Scenes Menu 1 thumbnail.

2 Click the Videos marker button. Properties view updates automatically and shows that this is a marker button—specifically, a Scene Marker button. The Text subsection allows you to change the properties of the text. If necessary, scroll down in Properties view to see all of the Text subsection.

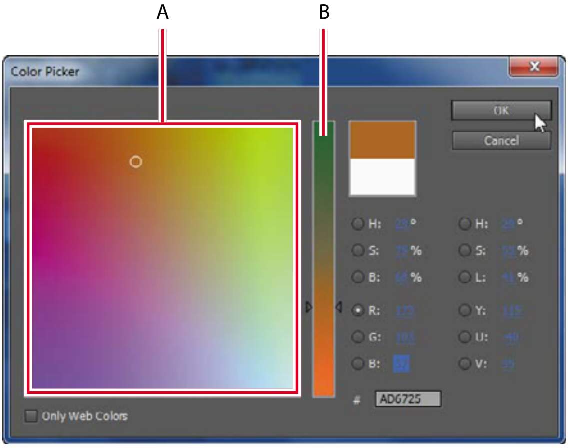

pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Disc Layout
Tasks
Organize
Edit
Disc Menus
Share
Videos
Marker 00;00;04;29
Menu
Scene Marker
Poster Frame
In Point 00;00;02;00
✓ Motion Menu Button
Apply to all Marker Buttons
Text
Myriad Pro
Bold
14 pt
Apply to all Marker Buttons
Videos
Slideshow
SCENE MENU TITLE
MAIN MENU
Disc Menus
Main Menu 1
Scenes Menu 1
Auto-Play
Preview
Done

3 In the Text subsection, click the font menu, and note that you can change the font of this or any text in the menu. The MyriadPro font looks best here, so let's leave that selected.

4 The next menu, the Text Size menu, allows you to change the text size to any of the preset sizes. Change the text size to 18 pt.


Text
Myriad Pro
Bold
18 pt
12 pt
14 pt
✓ 18 pt
24 pt
30 pt
36 pt
48 pt
60 pt
72 pt
tons
Videos
Slideshow
Done

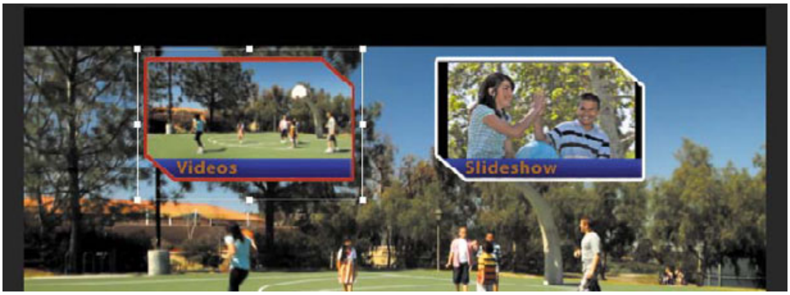
5 Next, let's change the color of the text to orange, to match the color of a basketball. To begin, click the white color swatch next to the Text Size menu to open the Color Picker dialog. Click once in the vertical color spectrum in the general range of red. Then click in the lower-right corner of the large color field to choose a bright red. The parameters of the color I selected are R: *173,* G: *103,* and B: *37*. Click OK to apply the color.



A. Click here to pick the specific shade within the selected range of colors.
B. Click here to change the general range of colors.

Notice that the other Scene Marker buttons have retained their original formatting. Normally, changes affect only the selected object. But Premiere Elements also gives you the option to change the text attributes of all buttons of the same type simultaneously.

6 In the Text subsection of Properties view, click the Apply to all Marker Buttons button. This applies the same text attributes to both Scene Marker buttons.



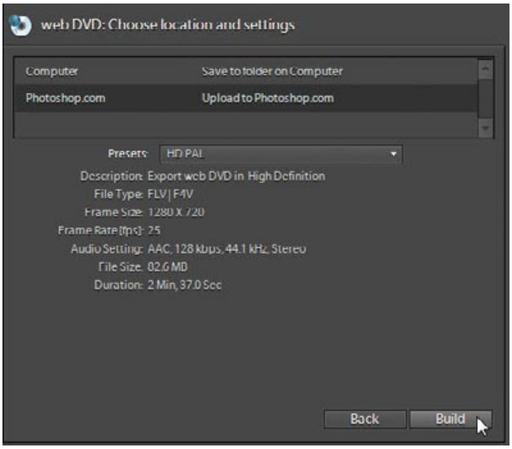
7 Under Disc Menus in the Disc Layout panel, click the Main Menu 1 thumbnail. Notice that the OUTTAKES marker has also changed its appearance. This is because the Marker Button category encompasses both Scene Marker and Main Menu Marker buttons. To fix this, you could change the OUTTAKE button back to 14 point white, or change the Play and Scene buttons to match the look. I'll do the former to restore symmetry to Main Menu 1.

8. Choose File > Save As and save this project file to your Lesson11 folder as *Lesson11_Final.prel*.

Creating Web DVDs

Web DVDs create the DVD experience within a web page, complete with menus, links, and very high-quality video. If you have your own website, you can create files to upload and present from there. If you don't, you can upload your presentations to Photoshop.com and invite friends and family to watch it from there. This lesson will take you through the second workflow.

1. Select the Share workspace by clicking the Share tab in the Tasks panel.
2. Save your current project. It's always a good idea to save your Premiere Elements project file before rendering your project.
3. Click the Web DVD Disc button () in the Start a new share: box to open the Web DVD: Choose location and settings view. Choose Upload to Photoshop.com from the list at the top of the view. To create files to upload yourself, choose Save to folder on Computer.
4. Choose the appropriate preset in the Presets: list box, choosing first the video standard (NTSC for the United States and Japan; PAL otherwise) and then the quality level. When choosing, try to select the quality level that best matches the connection speed of your intended viewers. Although HD provides the best overall quality, only viewers with very fast connections speeds will be able to play the videos without stopping. SD High Quality is the best-quality, highest-bandwidth option in SD mode, and SD Medium Quality will create an experience that can be viewed most smoothly by the broadest range of viewers. Click Build to continue.



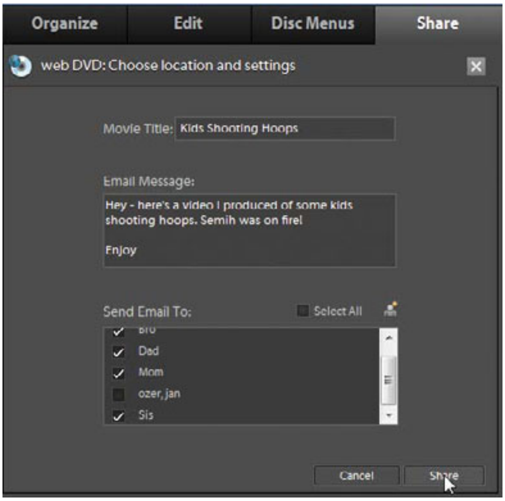
Computer	Save to folder on Computer
Photoshop.com	Upload to Photoshop.com

Presets: HD PAL
Description: Export web DVD in High Definition
File Type: FLV | F4V
Frame Size: 1280 X 720
Frame Rate [fps]: 25
Audio Setting: AAC, 128 kbps, 44.1 kHz, Stereo
File Size: 02.6 MB
Duration: 2 Min, 37.0 Sec

Note: You can create SD Web DVDs from HD content, but you shouldn't create HD Web DVDs from SD content, because the video will likely look pixilated and/or blurry.

Note: Once you choose a preset, Premiere Elements will display its parameters below the Presets: list box. In the figure, you can see that the HD PAL preset uses a frame size of 1280x720, at 25 frames per second, and will produce a file about 82.6 MB in size.

5 Complete the information on the next screen, including the Movie Title and Email Message, and identify the invitees you want to email about the video. Click Share to continue.



web DVD: Choose location and settings

Movie Title: Kids Shooting Hoops

Email Message:

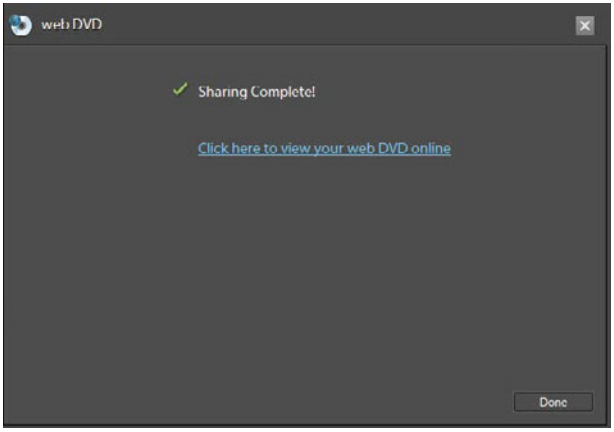
Hey - here's a video I produced of some kids shooting hoops. Semih was on fire!

Enjoy

Send Email To: ☐ Select All

☑ Dad
☑ Mom
☐ ozer, jan
☑ Sis

6 Premiere Elements will render and upload your project to Photoshop.com with status messages informing you of its progress. Once complete, you'll see the following screen.

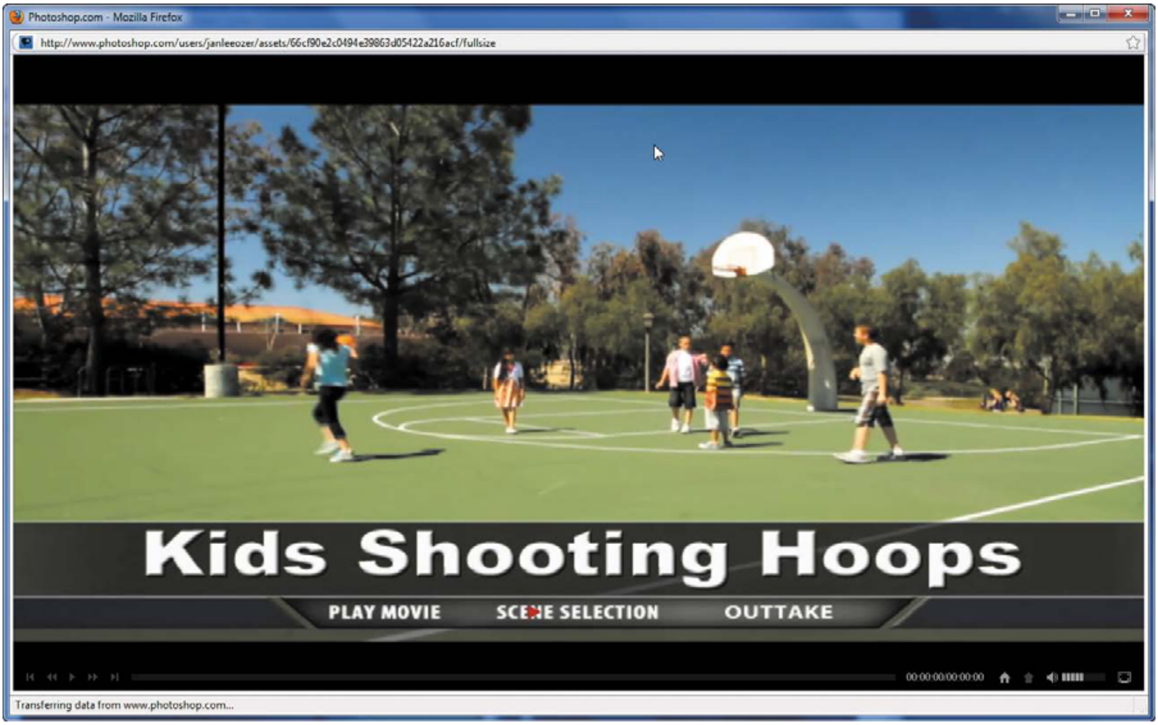


web DVD

✓ Sharing Complete!

Click here to view your web DVD online

7 You can click the “Click here to view your web DVD online” text to watch the Web DVD, and your invitees will receive emails with similar links. As shown in the next figure, the experience is identical to a DVD except that you don’t have to burn and send one to your friends and family for them to enjoy the movie.


Photoshop.com - Mozilla Firefox
http://www.photoshop.com/users/janleeozer/assets/66cf90e2c0494e39863d05422a216acf/fullsize
Kids Shooting Hoops
PLAY MOVIE
SCENE SELECTION
OUTTAKE
Transferring data from www.photoshop.com...

8 Click Done to close the Web DVD window and return to Premiere Elements.

Burning DVDs or Blu-ray Discs

After you’ve previewed your disc and have checked the menus and button names, you’re ready to record the project to a DVD or Blu-ray Disc. As noted at the beginning of the chapter, you must have either a DVD or a Blu-ray Disc writer to record a disc in that format.

When making a DVD or Blu-ray Disc, Premiere Elements converts your video and audio files into a compressed format. Briefly, compression shrinks your original video and audio files to fit them on a disc. For example, a 60-minute video in DV or HDV format requires approximately 13 GB of hard disk space. However, a DVD-Video holds only 4.7 GB of space. So how do you fit a 13 GB video onto a 4.7 GB disc? Through compression!

The process of compression can be quite lengthy. In essence, Premiere Elements evaluates every frame of video in your project and attempts to reduce the file size without sacrificing the image quality. You should allow quite a bit of time for this process. For example, 60 minutes of video may take four to six hours to compress and record onto a DVD, and compressing and recording HD video onto a Blu-ray Disc can take even longer. For this reason, it may be a good idea to initiate the disc-burning process (which begins with compressing the video) at a time when you will not need your computer.

To maintain maximum quality, Premiere Elements compresses the movie only as much as is necessary to fit it on the disc. The shorter your movie, the less compression required and the higher the quality of the video on the disc.

1 Select the Share workspace by clicking the Share tab in the Tasks panel.

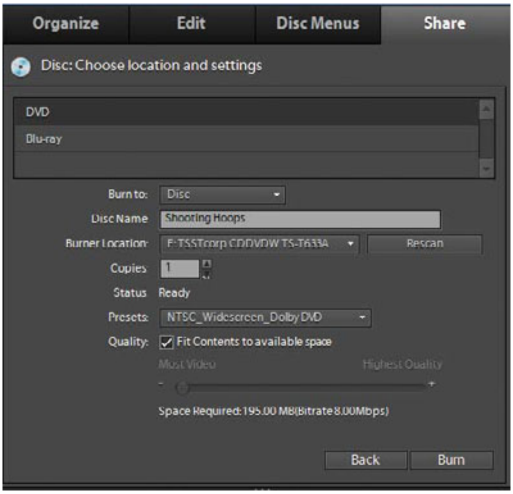
2 Save your current project. It's always a good idea to save your Premiere Elements project file before burning a disc.

3 Click the Disc button (💿) in the Start a new share: box to open the Disc: Choose location and settings view. Choose DVD from the list at the top of the view. To burn a Blu-ray Disc, select Blu-ray from that list.

4 Make sure Disc is selected in the "Burn to" menu. Select the option to burn to a folder on your hard disk if you prefer to use an alternative program to burn your discs.

5 In the Disc Name field, type *Shooting Hoops*. Software playing DVDs or Blu-ray Discs on a personal computer may display this disc name.

Note: This exercise ends with the burning of a DVD. If you don't want to create a DVD, follow the steps of the exercise only up to the point of writing the disc. If you will be creating a DVD, I suggest using a DVD-RW (Rewritable) disc, if you have one available, so that you can reuse the disc later.



Burn to: Disc

Disc Name: Shooting Hoops

Burner Location: F:TSSTcorp CDDVDW TS-T633A

Copies: 1

Status: Ready

Presets: NTSC_Widescreen_Dolby DVD

Quality: ☑ Fit Contents to available space

Space Required: 195.00 MB(Bitrate 8.00Mbps)

6 Select the desired DVD or Blu-ray Disc burner from the Burner Location menu. If you don't have a compatible disc burner connected to your computer, the Burner Location menu is disabled and the Status line reads "No burner detected."

7 If you want to create a DVD or Blu-ray Disc, ensure that you've inserted a compatible blank disc in the disc burner. If you insert a disc after you start this process, click Rescan to have Premiere Elements recheck all connected burners for valid media.

8 Next to Copies, select the number of discs you want to burn during this session. For this exercise, choose 1. When you select multiple copies, Premiere Elements asks you to insert another disc after the writing of each disc is completed, until all the discs you specified have been burned.

9 Select the "Fit Contents to available space" check box to ensure that Premiere Elements maximizes the quality of your video based on disc capacity.

10 From the Presets menu, select the NTSC_Widescreen_Dolby DVD option. Premiere Elements is also capable of burning a project to the PAL standard (used in Europe, parts of Africa, South America, the Middle East, Australia, New Zealand, some Pacific Islands, and certain Asian countries) in both normal or widescreen format.

11 If you want to burn a disc at this point, click the Burn button. If you don't want to burn a disc, click the Back button.

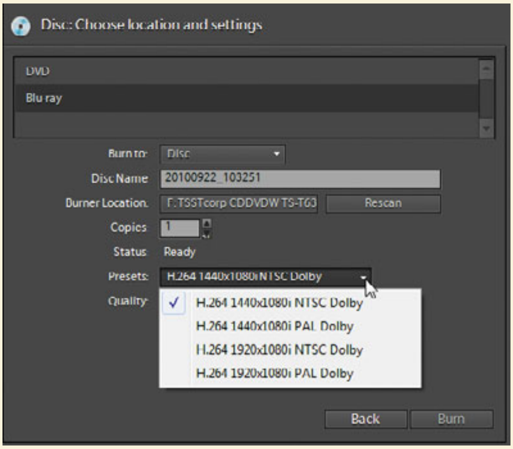
Note: Premiere Elements detects only burners that are connected and turned on at the time you started Premiere Elements. If you connected and turned on any burners after that point, Premiere Elements will not recognize them until you restart the application.

Congratulations! You've successfully completed this lesson. You learned how to manually and automatically add scene markers to your movie, create an auto-play disc, and—by applying a menu template—create a disc with menus. You added a submenu for an outtake clip and learned about stop and main menu makers. You customized the disc menus by changing text attributes, background images, button labels, and image thumbnails. You added sound and video clips to the menu background, and activated motion menu buttons. You created and uploaded a Web DVD to Photoshop.com to share with the world, and you learned how to burn your movie onto a DVD or Blu-ray Disc.

Choosing Blu-ray Disc Quality Options

When burning to a Blu-ray Disc, you have multiple resolution and video standard options. If you're producing your video for playback in the United States or Japan, choose NTSC; otherwise, choose PAL.

When choosing a target resolution, use the native resolution of your source footage. For example, HDV has a native resolution of 1440x1080, so if you recorded in HDV, you should produce your disc at that resolution. If you're shooting in AVCHD, you may be recording in native 1920x1080, so use that resolution for your Blu-ray Disc. If you're not sure what resolution you're recording in, check the documentation that came with your camcorder. Ditto if you're shooting with a DSLR or other recording device.



Disc: Choose location and settings

Blu ray

Burn to: Disc

Disc Name 20100922_103251

Burner Location F:TSSTcorp CDDVDW TS-T63

Copies 1

Status Ready

Presets: H.264 1440x1080i NTSC Dolby

DVD
Blu ray
Rescan
Quality
✓ H.264 1440x1080i NTSC Dolby
H.264 1440x1080i PAL Dolby
H.264 1920x1080i NTSC Dolby
H.264 1920x1080i PAL Dolby
Back
Burn

Review questions

1. What is an auto-play disc? What are the advantage and disadvantage of creating one?
2. How do you identify separate scenes for use in your disc menu?
3. What is a submenu, and how would you add one to your disc menu?
4. Which menu button text properties can you change, and how are these properties modified?
5. Which type of menu template should you choose if you want to insert a still image or video file as a full-screen background for your disc menus?
6. What is a Web DVD, and when should you use one?

Review answers

1. An auto-play disc allows you to create a DVD or Blu-ray Disc quickly from the main movie of your project. The advantage of an auto-play disc is that it can be quickly and easily created; the disadvantage is that it doesn't have a menu for navigation during playback.
2. Separate scenes can be defined by placing a scene marker on a specific frame in the Timeline. Scene markers are set in the Timeline using the Add Menu Marker button.
3. A submenu is a button on your main disc menu that points to a specific section of your project, such as a credit sequence or a bonus clip. Submenus are created by adding a main menu marker to your Timeline.
4. You can change the font, size, color, and style of your text buttons. Changing the properties of your text is done in Properties view for objects selected in the Disc Layout panel.
5. You should choose a template that does not include a drop zone. If you insert a still image or video into a menu template with a drop zone, Premiere Elements will display that content within the drop zone.
6. A Web DVD presents a DVD-like experience on the web, complete with menus, themes, and high-quality video. Use Web DVDs to share your productions with friends and family without having to burn and send them a physical DVD.

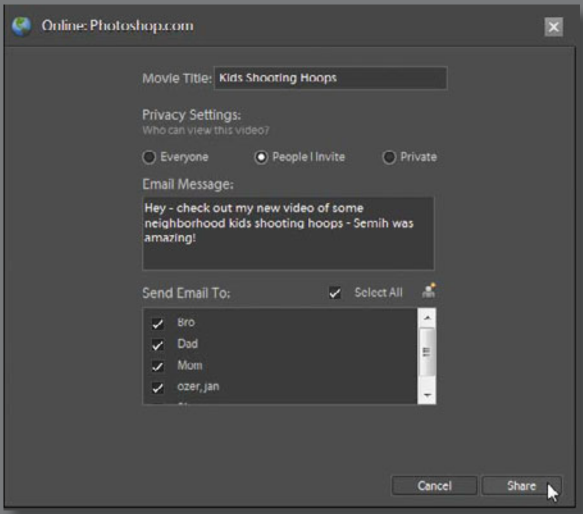
12

SHARING MOVIES

This lesson is based on a project that you finished in a previous chapter, which you'll now share using multiple techniques. In this lesson, you'll learn how to send your completed video project to the digital media or device of choice, for example, an HDV camera. You will also learn the different ways you can export movies to view online or on a personal computer. Specifically, you'll learn how to do the following:

- Upload a video file to YouTube and Photoshop.com
- Export a video file for subsequent viewing from a hard disk
- Export a video file for viewing on an iPod or other mobile device
- Record your video file back to DV/HDV tape
- Export a single frame as a still image
- Create a custom preset to save and reuse your favorite encoding parameters

This lesson will take approximately 1.5 hours.


Online: Photoshop.com
Cancel
Share

Movie Title: Kids Shooting Hoops

Privacy Settings:
Who can view this video?

○ Everyone ● People I Invite ○ Private

Email Message:
Hey - check out my new video of some neighborhood kids shooting hoops - Semih was amazing!

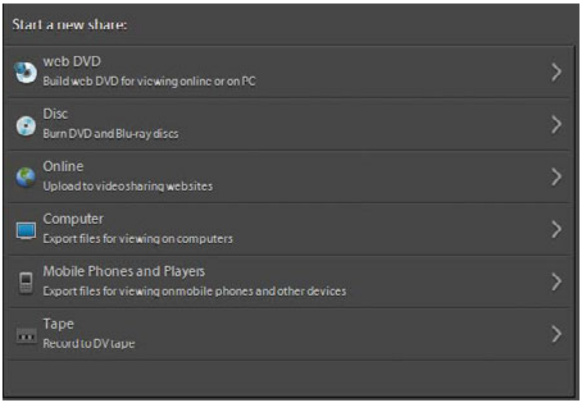
Send Email To: ☑ Select All

- ☑ Bro
- ☑ Dad
- ☑ Mom
- ☑ ozer, jan

Sharing a video on Photoshop.com.

Sharing and Exporting Video

Apart from creating Web DVDs, DVDs, or Blu-ray Discs, you can export and share movies, still images, and audio in a variety of file types for the web, computer playback, mobile devices, and even videotape. The Share workspace in the Tasks panel is your starting point for exporting your finished project. Here you choose your target and configuration options.



Start a new share:

web DVD
Build web DVD for viewing online or on PC

Disc
Burn DVD and Blu-ray discs

Online
Upload to video sharing websites

Computer
Export files for viewing on computers

Mobile Phones and Players
Export files for viewing on mobile phones and other devices

Tape
Record to DV tape

Selecting any of the options listed under Start a new share: opens a view in the Tasks panel that provides output-specific options and settings. Share view simplifies sharing and exporting by providing presets of the most commonly used formats and settings. If you want to specify unique settings for any format, you can click Advanced options and make changes.

The first step for all sharing is choosing your desired target. The exercises in this chapter walk you through examples of the available targets in the Share workspace.

Getting Started

To begin, you'll launch Adobe Premiere Elements and open the project used for this lesson. Then you'll review a final version of the project you'll be creating.

1 Before you begin, make sure that you have correctly copied the Lesson12 folder from the DVD in the back of this book onto your computer's hard disk. See "Copying the Classroom in a Book Files" in the Getting Started section of this book.

2 Start Premiere Elements, click the Open Project button in the Welcome screen, and then click Open. If Premiere Elements is already open, choose File > Open Project.

3 Navigate to the Lesson12 folder and select the project file Lesson12_Start_Win.prel (Windows) or Lesson12_Start_Mac.prel (Mac OS). Click the Open button to open your project. The Premiere Elements work area appears with the Edit workspace selected in the Tasks panel.

4 The project file opens with the Media, Monitor, and My Project panels visible. Choose Window > Restore Workspace to ensure that you start the lesson with the default panel layout.

Viewing the Completed Movie for the First Exercise

To see what you'll be exporting in this lesson, play the completed movie.

1 In the Organize tab of the Tasks panel, click Project (Project). In Project view, locate the file Lesson12_Movie.mov, and then double-click it to open the video into the Preview window.

2 In the Preview window, click the Play button (►) to watch the video about some kids shooting hoops, which you will render in this lesson.

3 When you're done, close the Preview window by clicking the Close button (☒) in the upper-right corner of the window.

If the movie looks familiar, that's because it's the project you finished back in Lesson 9 after adding a soundtrack and narration. Now it's time to share the fruits of your hard work with the world!

Rather than duplicating the project file and content from Lesson 9 to Lesson 12, I inserted the rendered file that you just played onto the Timeline in the project you just opened, since it simulates the Lesson 9 project completely and saved a few hundred megabytes on the DVD that accompanies this book. The experience will be *exactly* the same as if you were working with the original content and project file.

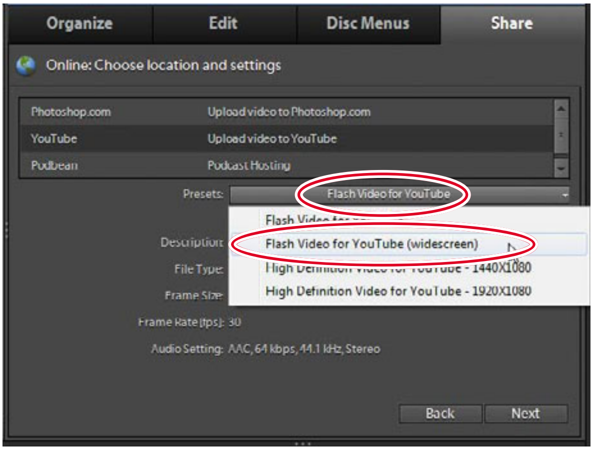
Still, if you'd like to work with the original assets, you can load the Lesson09_End.prel file that you created in Lesson 9, or load Lesson09_Work.prel (if you didn't make it to the end), and follow the instructions in this chapter to render those contents. Obviously, those projects would be in the Lesson09 folder, not the Lesson12 folder. In your shoes, I would simply use the project file you currently have loaded, but feel free to work with the original content if that's your preference.

Uploading to YouTube

Premiere Elements provides presets for three online destinations—YouTube, Photoshop.com, and Podbean. The workflow is very similar for all with a simple wizard guiding your efforts. Here I'll work through the first two, starting with YouTube. It's faster if you already have an account with YouTube, but if not, you can sign up as part of the process. Follow these steps to upload your project to YouTube.

1 Click Share in the Tasks panel, and then click Online (🌐).

2 Choose YouTube from the list at the top. Premiere Elements uses the Flash preset for YouTube for all files produced to upload to YouTube.



Organize
Edit
Disc Menus
Share
Online: Choose location and settings
Photoshop.com
Upload video to Photoshop.com
YouTube
Upload video to YouTube
Podbean
Podcast Hosting
Presets:
Flash Video for YouTube
Flash Video for YouTube (widescreen)
High Definition Video for YouTube - 1440X1080
High Definition Video for YouTube - 1920X1080
Description:
File Type:
Frame Size:
Frame Rate [fps]: 30
Audio Setting: AAC, 64 kbps, 44.1 kHz, Stereo
Back
Next

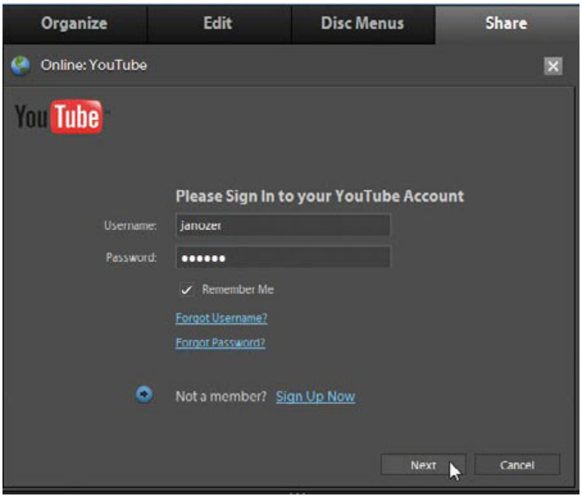
Note: What if you shot in 720p resolution with your AVCHD or DSLR camera? Your results on YouTube will depend on your footage and the quality that you choose for viewing on YouTube. I recommend that you try uploading using both Flash Video for YouTube (widescreen) and High Definition Video for YouTube 1920×1080, and retaining the video that looks the best.

3 Choose a preset. Use Flash Video for YouTube for standard definition (SD) 4:3 projects, and Flash Video for YouTube (widescreen) for (SD) 16:9 projects. To upload high-definition (HD) video to YouTube, choose the preset that matches your source footage, which will be High Definition Video for YouTube (1440x1080) for HDV and older AVCHD camcorders, and High Definition Video for YouTube 1920x1080 for most newer AVCHD camcorders and most DSLR cameras.

4 If desired, click the Share WorkArea Bar Only to upload only the work area bar. It's not shown in the immediately preceding figure because it's hidden behind the Preset drop-down list box, but you'll see it after selecting your preset.

5 Click Next.

6 Log in to YouTube. If this is your first time uploading to YouTube, click Sign Up Now and register. Then log in.


Organize
Edit
Disc Menus
Share
Online: YouTube
YouTube
Forgot Username?
Forgot Password?
Sign Up Now
Next
Cancel

Please Sign In to your YouTube Account

Username: janozer

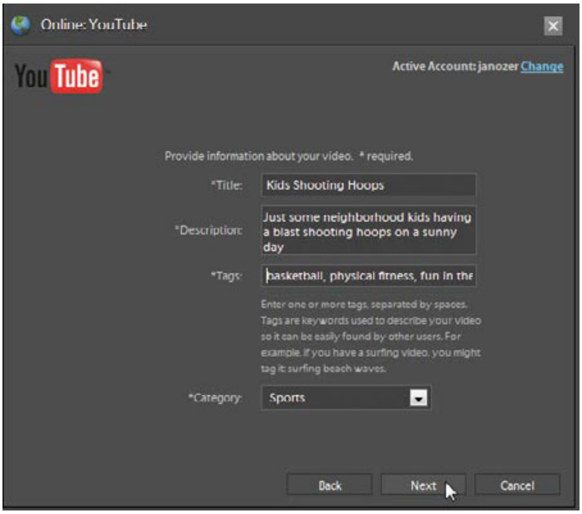
Password: ••••••

☑ Remember Me

Not a member? Sign Up Now

7 Click Next.

8 Enter the required information about your project: Title, Description, Tags, and Category, and then click Next.


Online: YouTube
YouTube
Change
Back
Next
Cancel

Active Account: janozer Change

Provide information about your video. * required.

*Title: Kids Shooting Hoops

*Description: Just some neighborhood kids having a blast shooting hoops on a sunny day

*Tags: basketball, physical fitness, fun in the

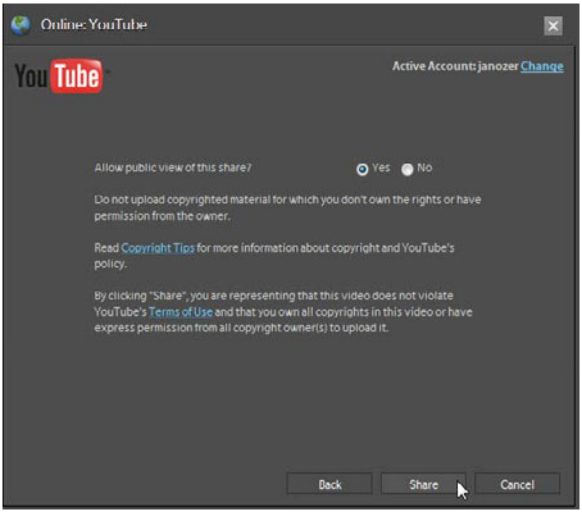
Enter one or more tags, separated by spaces. Tags are keywords used to describe your video so it can be easily found by other users. For example, if you have a surfing video, you might tag it: surfing beach waves.

*Category: Sports

9 Choose whether you want to allow the public to view your project or to keep it private, and then click Share. Premiere Elements renders the project and starts uploading to YouTube, with status messages advising you of the progress during each step.

Note: I'm pretty sure that there will be (at least) dozens if not hundreds of copies of this video on YouTube by sometime in early 2011. It might be a better idea if you follow these latter steps to upload your own video to YouTube, or if you do upload this sample movie, that you later delete it.

10 When the share is complete, the URL appears in the Share workspace. You can choose View My Shared Video to open YouTube and watch your video, or choose Send an E-mail to alert friends to your new posting.



Allow public view of this share? ● Yes ○ No

Do not upload copyrighted material for which you don't own the rights or have permission from the owner.

Read Copyright Tips for more information about copyright and YouTube's policy.

By clicking "Share", you are representing that this video does not violate YouTube's Terms of Use and that you own all copyrights in this video or have express permission from all copyright owner(s) to upload it.

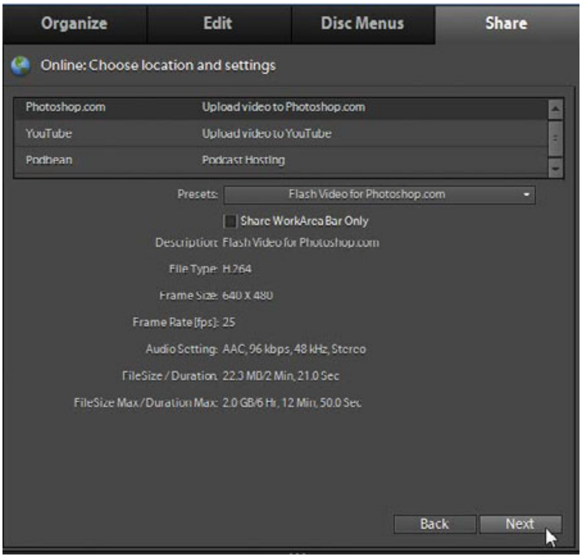
11 Click Done to return to the main Share workspace.

Uploading to Photoshop.com

YouTube is a great location to upload your video to for it to be seen by the multitudes, but video quality ranges from very good to poor, and some of the comments can be, well, rude. If you'd like to upload a video primarily for friends and family, at very good quality, your Photoshop.com account is ideal, and the workflow is exceptionally simple. Here's how.

1 Click Share in the Tasks panel, and then click Online (🌐).

2 Choose Photoshop.com. There's currently only a single preset for Photoshop.com, so there are no options available. If desired, click the Share WorkArea Bar Only to upload only the work area bar.


Organize
Edit
Disc Menus
Share
Back
Next

Online: Choose location and settings

Photoshop.com	Upload video to Photoshop.com
YouTube	Upload video to YouTube
Podbean	Podcast Hosting

Presets: Flash Video for Photoshop.com

☐ Share WorkArea Bar Only

Description: Flash Video for Photoshop.com

File Type: H.264

Frame Size: 640 X 480

Frame Rate [fps]: 25

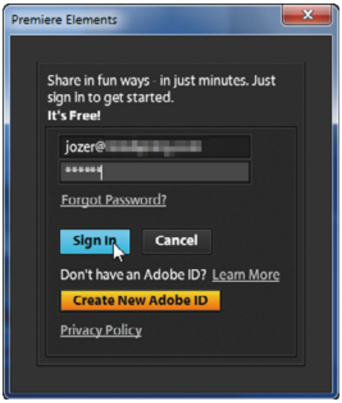
Audio Setting: AAC, 96 kbps, 48 kHz, Stereo

FileSize / Duration: 22.3 MB/2 Min, 21.0 Sec

FileSize Max / Duration Max: 2.0 GB/6 Hr, 12 Min, 50.0 Sec

3 Click Next.

4 If you're not already logged into Photoshop.com, you'll see the login screen. Log in to Photoshop.com. If you don't have a Photoshop.com account, click Create New Adobe ID and sign up. Then enter your account name and password, and click Sign In. Click OK to close the Success dialog.


Premiere Elements
Forgot Password?
Sign In
Cancel
Learn More
Create New Adobe ID
Privacy Policy

Share in fun ways - in just minutes. Just sign in to get started.
It's Free!

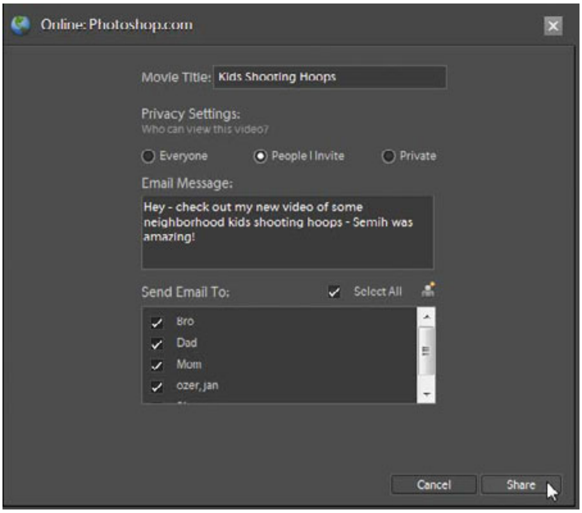
jozer@[redacted]

******

Don't have an Adobe ID?

Note: You probably don't want this video of some random kids shooting hoops consuming space on your Photoshop.com account. So you might consider following these steps to upload your own video to Photoshop.com, or if you do upload this sample movie, delete it after uploading and playing it.

5 Enter the required information about your project: Movie Title, Privacy Settings, Email Message, and Send Email To addresses, and then click Share.



Online: Photoshop.com

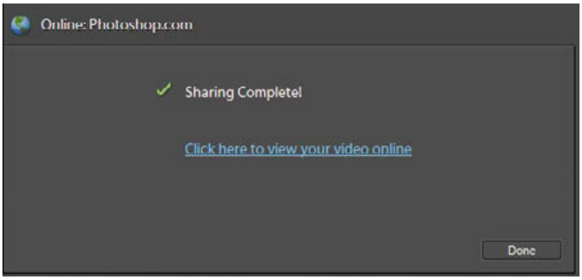
Movie Title: Kids Shooting Hoops

Privacy Settings:
Who can view this video?
○ Everyone ● People I Invite ○ Private

Email Message:
Hey - check out my new video of some neighborhood kids shooting hoops - Semih was amazing!

Send Email To: ✓ Select All
✓ Bro
✓ Dad
✓ Mom
✓ ozer, jan

6 When the share is complete, Premiere Elements will display a hyperlink that you can click to view your online video.



Online: Photoshop.com

✓ Sharing Complete!

Click here to view your video online

7 Click Done to return to the main Share workspace.

▷ **Tip:** You can also upload a Web DVD to Photoshop.com, which provides the same menus and navigation as a DVD. It's a great alternative that you can learn about in Chapter 11.

Sharing on Your Personal Computer

In the previous exercises, you exported a Premiere Elements project to YouTube and Photoshop.com. In this exercise, you'll export your project as a stand-alone video file to play on your own system, upload to a website, email to friends or family, or archive on DVD or external hard disk.

As you'll see in a moment, Premiere Elements lets you output in multiple formats for all these activities. Each file format comes with its own set of presets available from the Presets menu. You can also customize a preset and save it for later reuse, which you'll do in this lesson.

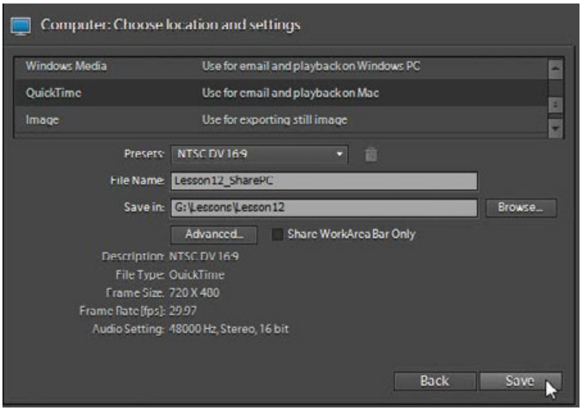
See the sidebar "Choosing Output Formats" for more information on which preset to choose. In this exercise, you'll customize a preset and output a file using the QuickTime format.

1 In Share view, click the Computer button (🖥).

2 In the list at the top of Share view, choose QuickTime.

3 In the Presets list box, choose NTSC DV 16:9. Note the three presets beneath the PAL DV 16:9 preset. These are custom presets that I created before starting this lesson. After you complete the lesson, the custom preset that you create will also be available via this list box.

4 Enter *Lesson12_SharePC* in the File Name field, and then click Browse to select the Lesson12 folder as the Save in folder.



Computer: Choose location and settings

Windows Media	Use for email and playback on Windows PC
QuickTime	Use for email and playback on Mac
Image	Use for exporting still image

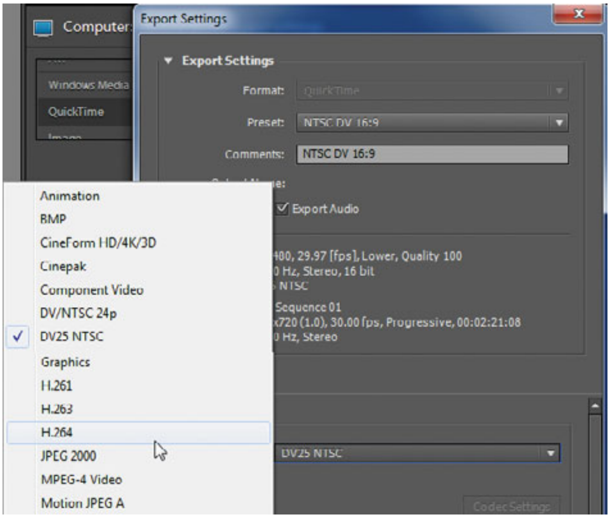
Presets: NTSC DV 16:9
File Name: Lesson12_SharePC
Save in: G:\Lessons\Lesson12
☐ Share WorkArea Bar Only
Description: NTSC DV 16:9
File Type: QuickTime
Frame Size: 720 X 480
Frame Rate [fps]: 29.97
Audio Setting: 48000 Hz, Stereo, 16 bit

5 Click the Advanced button (Advanced) beneath the Save in: text box. Premiere Elements opens the Export Settings dialog.

The NTSC DV 16:9 preset is great if you want to edit the file further in a Mac-based program, but the files are too large to easily email to friends and family. You'll create a custom preset that creates more compact files.

Note: Note the circled box in the figure next to Width and Height. When a link (🔗) appears in the box, Premiere Elements links the width and height to maintain the aspect ratio of the source footage. Most of the time, that's the right decision, but sometimes you'll want to change the aspect ratio, and if the link appears, Premiere Elements will automatically adjust the values in the height and width fields to maintain the aspect ratio, preventing you from entering the desired values. In these cases, simply click the link to disable this option. The box should not be selected when using the preset that you selected, but if it is, click the box to deselect it.

6 To start, click the Video Codec list box and choose the H.264 codec.


Computer
Windows Media
QuickTime
Export Settings
Animation
BMP
CineForm HD/4K/3D
Cinepak
Component Video
DV/NTSC 24p
DV25 NTSC
Graphics
H.261
H.263
H.264
JPEG 2000
MPEG-4 Video
Motion JPEG A
Codec Settings

Export Settings

Format: QuickTime

Preset: NTSC DV 16:9

Comments: NTSC DV 16:9

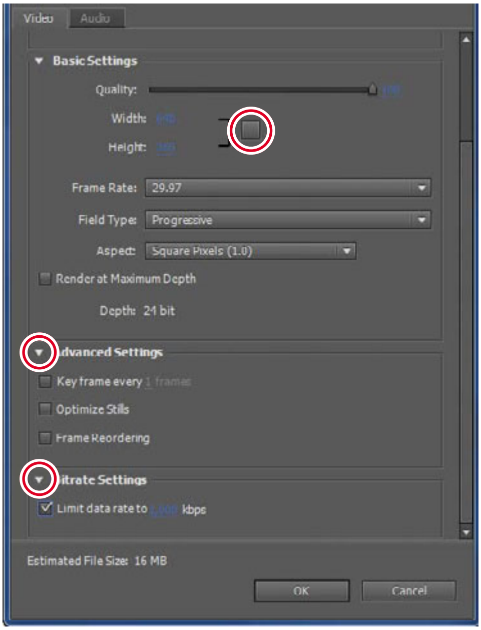
☑ Export Audio

400, 29.97 [fps], Lower, Quality 100
0 Hz, Stereo, 16 bit
NTSC
Sequence 01
x720 (1.0), 30.00 fps, Progressive, 00:02:21:08
0 Hz, Stereo

DV25 NTSC

7 In the Basic Settings box, click and insert *640* in the Width text box and *360* in the Height text box. Otherwise:

- Leave the Frame Rate at 29.97.
- Click the Field Type list box, and choose Progressive.
- Click the Aspect: list box and choose Square Pixels (1.0).


Video
Audio
OK
Cancel

Basic Settings

Quality:

Width:

Height:

Frame Rate: 29.97

Field Type: Progressive

Aspect: Square Pixels (1.0)

☐ Render at Maximum Depth

Depth: 24 bit

Advanced Settings

☐ Key frame every 1 frames

☐ Optimize Stills

☐ Frame Reordering

Bitrate Settings

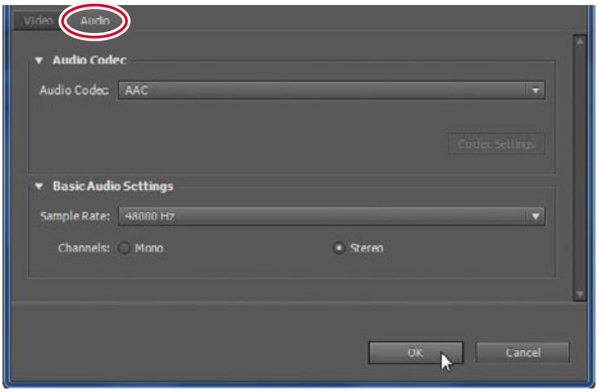
☑ Limit data rate to kbps

Estimated File Size: 16 MB

8 Click the twirl-down triangle next to Advanced Settings (if necessary) to reveal those controls. Make sure that all the check boxes are deselected.

9 Click the twirl-down triangle next to Bitrate Settings (if necessary) to reveal that control. Select the “Limit data rate to” check box and insert *1000* into the text field.

10 Click the Audio tab to open those controls. In the Audio Codec list box, choose AAC, and conform the other settings to those shown in the next figure.

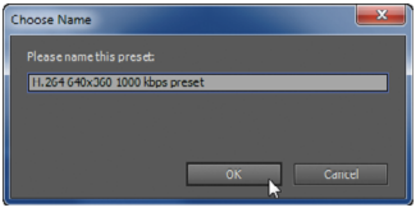

Video
Audio
Audio Codec
Codec Settings
Basic Audio Settings
OK
Cancel

Audio Codec: AAC

Sample Rate: 48000 Hz

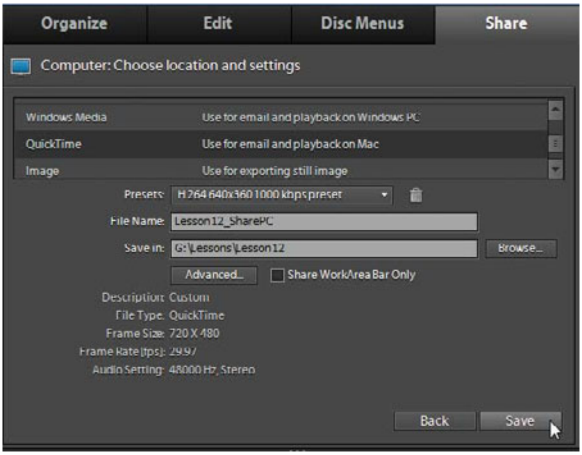
Channels: ○ Mono ● Stereo

11 Click OK to close the Export Settings dialog, and the Choose Name dialog opens. Insert the title *H.264 640x360 1000 kbps preset* into the name field, and click OK to close the dialog.


Choose Name
OK
Cancel

Please name this preset: H.264 640x360 1000 kbps preset

12 Back in the Share workspace, note that Premiere Elements inserted the preset that you just created into the Presets list box. The next time you click that list box, the new preset will be available with the other custom presets.



Computer: Choose location and settings

Windows Media	Use for email and playback on Windows PC
QuickTime	Use for email and playback on Mac
Image	Use for exporting still image

Presets: H.264 640x360 1000 kbps preset

File Name: Lesson12_SharePC

Save in: G:\Lessons\Lesson12

☐ Share WorkArea Bar Only

Description: Custom
File Type: QuickTime
Frame Size: 720 X 480
Frame Rate [fps]: 29.97
Audio Setting: 48000 Hz, Stereo

13 If desired, select the Share WorkArea Bar Only check box.

14 To start exporting your movie, click Save.

Premiere Elements begins rendering the video and displays a progress bar in Share view and an estimated time to complete each phase of the rendering process. Click Cancel at any time to stop the exporting process. Otherwise, you'll see a Save Complete! message in Share view when the rendering is complete.

15 Click Done to return to the main Share workspace.

Note: Many Windows Media Premiere Elements standard definition (SD) presets are for 4:3 projects. When producing a 16:9 project, you'll have to change the preset to a 16:9 output resolution. Do this by clicking the Advanced button shown in the preceding screen to open the Export Settings dialog as shown earlier. Click the Video tab to reveal those settings, and then adjust the Frame Width and Frame Height text boxes to a 16:9 output resolution. For your reference, the most common 16:9 SD output resolutions are 640x360, 480x270, and 320x180. Make sure that Field Type: is set to Progressive and Pixel Aspect Ratio: is set to Square Pixels (1.0). Click OK to close the Export Settings dialog. You'll be prompted to save the preset, and then you'll return to the Share screen.

Choosing Output Formats

- **Adobe Flash Video:** Adobe Flash Video is a very high-quality format that's used by the majority of sites on the Internet for playback via the ubiquitous Adobe Flash Player. Use this format if you're producing files to be distributed from a website. However, the FLV files produced by this format require a stand-alone player to play back from a hard disk outside of the browser environment, which many viewers don't have. Accordingly, the format is not appropriate for creating files to view on other computers outside the browser environment, whether by email, file transfer protocol (FTP), or via a Universal Serial Bus (USB) drive.
- **MPEG:** MPEG is a widely supported playback format, although it is used almost exclusively for desktop or disc-based playback rather than for streaming. Use MPEG to create files for inserting into Blu-ray or DVD projects produced in other programs. For most casual hard disk-based playback, however, either QuickTime or Windows Media offers better quality at lower data rates, making each a better option for files shared via email or FTP.
- **DV AVI:** This is the format used by DV camcorders on the Windows platform. DV AVI is an excellent archival format for standard-definition (SD) productions and is a good choice for producing files to be further edited in other programs. However, DV AVI files are too large for casually distributing via email or FTP, and although many Mac OS programs can import AVI files, QuickTime is a better choice when planning to edit your projects further on the Mac platform.
- **Windows Media (Windows only—not available on the Mac version of Premiere Elements):** Windows Media files—whether distributed via a website, email, or FTP—can be played by virtually all Windows computers via the Windows Media Player. Quality is good at low bitrates, making Windows Media a good choice for producing files to be distributed via email to other Windows users. However, Macintosh compatibility may be a problem because Microsoft hasn't released a Windows Media Player for OS X, forcing users to download a third-party solution from Flip4Mac. When producing files for viewing on Macintosh computers, use the QuickTime format.
- **QuickTime:** QuickTime is the best choice for files intended for viewing on both Macintosh and Windows computers, whether distributed via the web, email, or other technique. All presets use the H.264 codec, which offers very good quality but can take a long time to render.
- **Image:** Use for exporting images from your project.
- **Audio:** Use for exporting audio from your project.

When producing a file for uploading to a website like Yahoo Video, Facebook, or Blip.tv, check the required file specifications published by each site before producing your file.

Exporting to Mobile Phones and Players

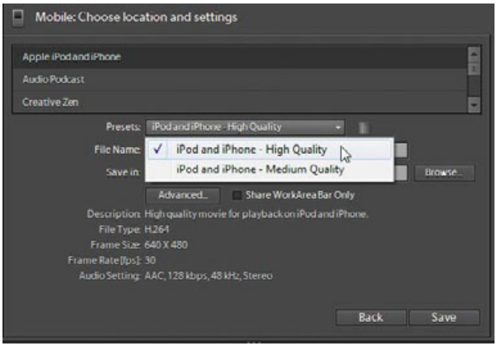
Premiere Elements also includes an option for producing files for mobile phones and players, such as the Apple iPod or iPhone, the Creative Zen, and the Microsoft Zune. Note that most of these devices have very specific and inflexible file and format requirements, so you shouldn't change any parameters in the Export Settings window, because you may produce a file that's unplayable on the target device.

In this exercise, you'll learn how to create a file for the iPod; if you're producing a file for a different device, just choose that device and preset in the appropriate steps.

1 In Share view, click the Mobile Phones and Players button (📱).

2 In the list at the top of Share view, choose Apple iPod and iPhone.

3 In the Presets list box, choose iPod and iPhone – High Quality to produce a high-quality file compatible with iPods, iPhones, the iPod touch, the iPad, and similar, newer portable media players, keeping in mind that this file won't play on some older portable players. Choose iPod and iPhone – Medium Quality for a lower-quality file that should be playable on all iPods and iPhones, past and present, the iPad, as well as many other portable media players. For the purposes of this exercise, choose iPod and iPhone – High Quality.



Mobile: Choose location and settings

Presets: iPod and iPhone - High Quality

Description: High quality movie for playback on iPod and iPhone.
File Type: H.264
Frame Size: 640 X 480
Frame Rate [fps]: 30
Audio Setting: AAC, 128 kbps, 48 kHz, Stereo

4 Next to File Name, enter *Lesson12_iPod*, and then click Browse to select your Lesson12 folder as the Save in folder.

5 If desired, select the Share WorkArea Bar Only check box.

6 To start exporting your movie, click Save.

Premiere Elements starts rendering the video and displays a progress bar in Share view and an estimated time to complete each phase of the rendering process. Click Cancel at any time to stop the exporting process. Otherwise, you will see a Save Complete! message in Share view when the rendering is complete.

7 Click Done to return to the Share workspace.

After producing the file, transfer it to your device in the appropriate manner. For example, use iTunes to upload the file to your iPod or iPhone.

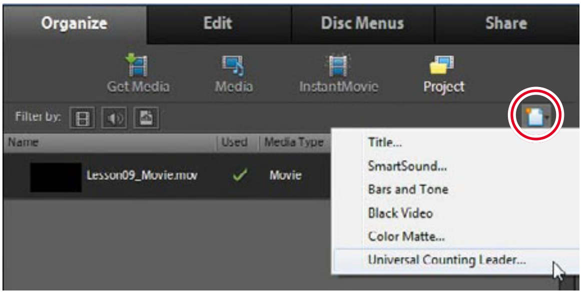
Preparing to Export to Tape

If you shoot either DV or HDV video, you should consider archiving your edited project back to back to DV/HDV tape, providing an inexpensive but high-quality backup copy of your project. This exercise and the next will show you how. If you have access to a DV camera, you may want to use it for this exercise. We'll proceed as if a DV camera is connected to your system, but if not, follow along with the exercise anyway.

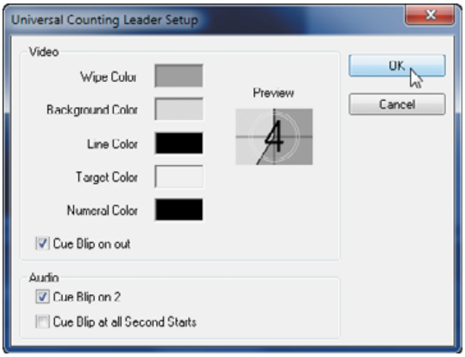
To begin, connect your DV camera to your personal computer, turn it on, and then open Premiere Elements. In most cases, if Premiere Elements is already open, it will recognize a DV camera when it is attached and turned on; however, I've found this happens more reliably if the DV camera is connected first and turned on prior to launching Premiere Elements.

When you're writing videos to tape, it's good practice to add some extra video to the start of the project to prevent your recording device from accidentally cutting off the first few seconds of your project. In this regard, Premiere Elements lets you create either a five-second black video file or a universal counting leader, which looks like the countdown video that preceded older movies you may have viewed in the theater. In this exercise, you'll add a universal counting leader to your project before writing it to tape.

1. Connect your DV camera to your computer. For help, refer to your owner's manual or the diagram located in the section "Connecting Your Device" in Lesson 3.
2. Turn on your DV device and switch it to the VTR (or VCR) mode. If a Digital Video Device dialog appears, click the Cancel button to close it.
3. Start Premiere Elements and open the project file Lesson12_Start.prel in the Lesson12 folder. If a dialog appears asking for the location of rendered files, click the Skip Previews button.
4. In the Timeline of the My Project panel, press Home to move the current-time indicator to the start of the project.
5. In the upper-right corner of Project view, click the New Item button (▢), and then choose Universal Counting Leader from the menu that appears.



6 Premiere Elements opens the Universal Counting Leader Setup dialog. Leave all items at their default settings, and click OK to close the dialog.

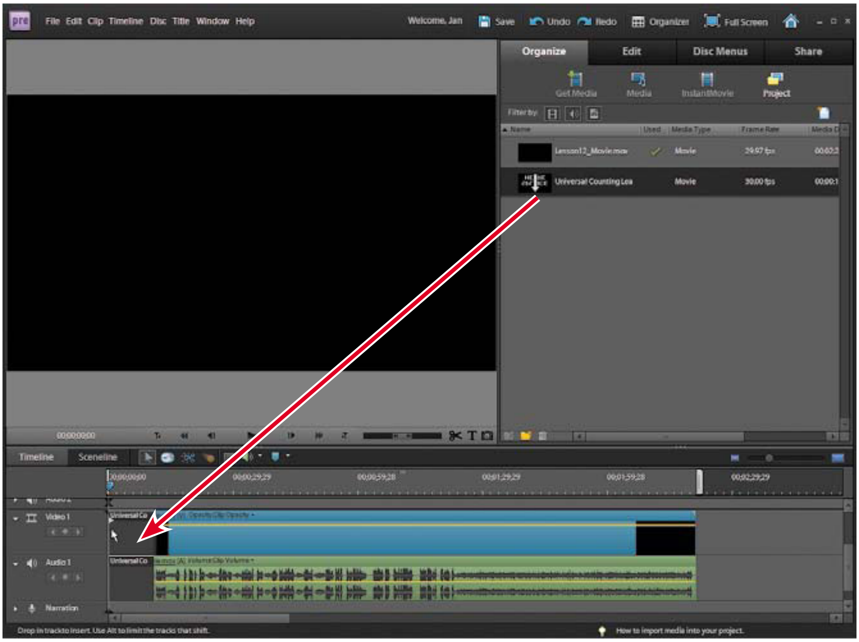

Universal Counting Leader Setup
Video
Preview
OK
Cancel
Audio

Wipe Color
Background Color
Line Color
Target Color
Numeral Color
☑ Cue Blip on out
☑ Cue Blip on 2
☐ Cue Blip at all Second Starts

A new item called Universal Counting Leader appears in your Media panel, and Premiere Elements adds it to your Timeline after the first scene.

7 In the Timeline, drag the newly added Universal Counting Leader to the beginning of the movie, waiting for about two seconds for the Lesson12_Movie.mov clip to shift to the right before releasing the pointer. Premiere Elements moves the Universal Counting Leader to the beginning of the movie and shifts the Lesson12_Movie file to the right.

8 Choose File > Save As. Rename this file *Lesson12_DV.prel*.


File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Lesson12_Movie.mov
Movie
29.97 fps
Universal Counting Lea
Movie
30.00 fps
Timeline
Sceneline
Video 1
Audio 1
Narration

Drop in track to insert. Use Alt to limit the tracks that shift.

How to import media into your project.

Exporting to Tape

Let's write the project to DV tape. If you connected an analog device such as a VCR to your DV camcorder, you can follow these steps as well to dub the video through your DV camcorder to the VCR.

1. Make sure your DV camcorder is turned on and in VTR (or VCR or Play) mode, and that you have enough blank tape to record your project.

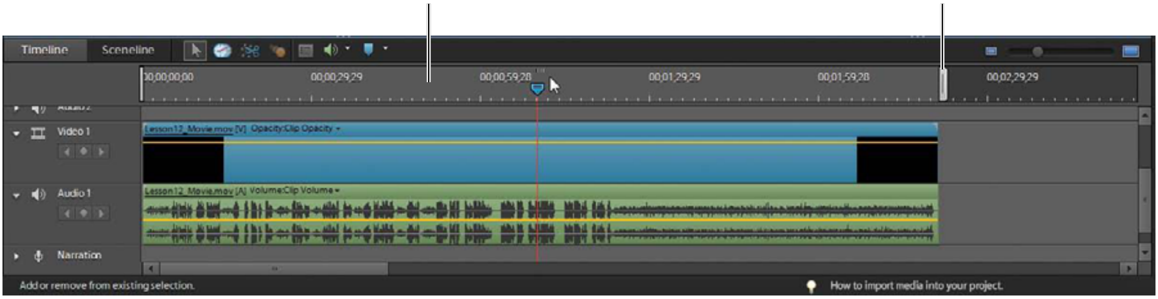
   When writing video to tape, Premiere Elements records only the video within the work area, not the entire project. So before starting, make sure that the work area includes the entire project.

2. In the Timeline of the My Project panel, press the Backslash key (\) on your keyboard to display the entire project.

3. Double-click the work area bar beneath the time ruler to make sure it extends to the end of the project.

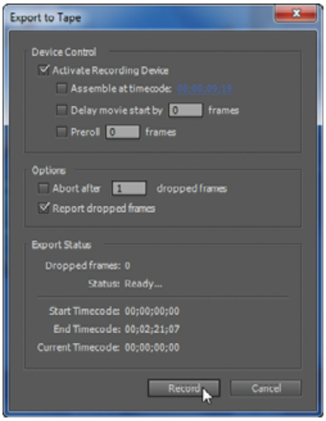
Work area bar

Work area end


Timeline
Sceneline
00;00;00;00
00;00;29;29
00;00;59;28
00;01;29;29
00;01;59;28
00;02;29;29
Video 1
Lesson12_Movie.mov [V] Opacity:Clip Opacity
Audio 1
Lesson12_Movie.mov [A] Volume:Clip Volume
Narration
Add or remove from existing selection.
How to import media into your project.

4. Select the Share tab in the Tasks panel, and then click the Tape button (▭) at the bottom of Share view.

   If your recording device is properly connected to your computer, the Export to Tape dialog opens.



Export to Tape

Device Control

☑ Activate Recording Device

☐ Assemble at timecode: 00;00;09;19

☐ Delay movie start by 0 frames

☐ Preroll 0 frames

Options

☐ Abort after 1 dropped frames

☑ Report dropped frames

Export Status

Dropped frames: 0

Status: Ready...

Start Timecode: 00;00;00;00

End Timecode: 00;02;21;07

Current Timecode: 00;00;00;00

Record
Cancel

Note: If you're recording to a DV device and Device Control is unavailable, click Cancel, choose Edit > Preferences > Device Control, make sure that your device is set up properly in the Device Control options, and then try recording to tape again.

5 If you're recording to a DV device, make sure the Activate Recording Device check box under Device Control is selected. This ensures that Premiere Elements can communicate with the device.

6 If you're using a DV device, click the Record button. After rendering project components as necessary, your DV device will begin to record as Premiere Elements begins to play the Timeline from the beginning. If you are recording with an analog device, you must manually press the Record button on your device when Premiere Elements starts playing the Timeline.

7 When the end of the project has been reached, the recording will stop automatically if you are using a DV device. If you're recording to an analog device, you must manually press its Stop button to stop recording.

8 Click the Cancel button to close the Export to Tape dialog.

Export to Tape Options

The following options are available in the Export To Tape dialog. These options work only if you are recording to a DV recording device that allows device control.

- **Activate Recording Device:** Lets Premiere Elements control your DV device.
- **Assemble At Timecode:** Indicates the place on your DV tape where you want the recording to begin, if you have a tape that already has timecode recorded, or striped, on it. You stripe a tape by first recording only black video before you record your footage. You record black video usually by recording with the lens cap on. If your tape is not striped, leave this option unselected to have recording begin at the location where you have cued the tape.
- **Delay Movie Start By n Quarter Frames:** Specifies the number of quarter frames that you want to delay the movie so that you can synchronize it with the DV device recording start time. Some devices need a delay between the time they receive the record command and the time the movie starts playing from the computer. Experiment with this setting if you are experiencing delays between the time you enable record and the time your DV device begins recording.
- **Preroll n Frames:** Specifies the number of frames that you want Premiere Elements to back up on the recording deck before the specified timecode. Specify enough frames for the deck to reach a constant tape speed. For many decks, 5 seconds or 150 frames is sufficient.
- **Abort After n Dropped Frames:** Specifies the maximum number of dropped frames you want to allow before Premiere Elements aborts the recording. If you choose this option, you generally want to type a very low number because dropped frames will cause jerky playback and are indicative of a hard drive or transfer problem.
- **Report Dropped Frames:** Specifies that Premiere Elements displays the number of dropped frames.

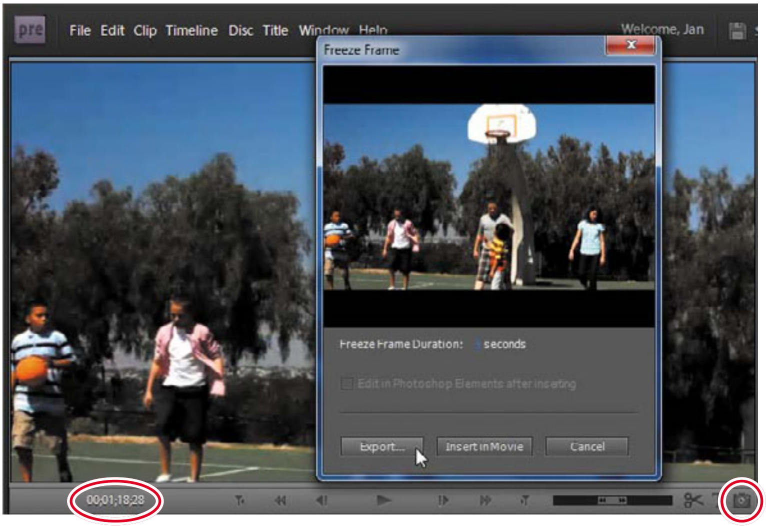
—From Adobe Premiere Elements Help

Exporting a Frame of Video as a Still Image

Occasionally, you may want to grab frames from your video footage to email to friends and family, include in a slide show, or use for other purposes. In this exercise, you'll learn to export and save a frame from the project. To perform this exercise, reload Lesson12_Start_Win.prel (Windows) or Lesson12_Start_Mac.prel (Mac OS) as detailed in the "Getting Started" section near the start of this chapter.

1 In the Timeline, drag the current-time indicator to timecode 00;01;18;28, or click the current timecode box at the lower left of the Monitor panel, type in *11828*, and press Enter.

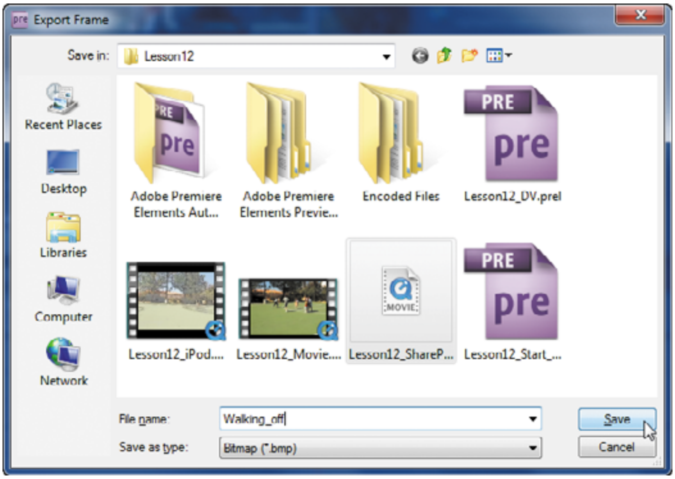
2 Click the Freeze Frame button (📷) in the lower-right corner of the Monitor panel. You might have to enlarge the Monitor panel to see the Freeze Frame button. Premiere Elements opens the Freeze Frame dialog.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Freeze Frame
Freeze Frame Duration: seconds
Edit in Photoshop Elements after inserting
Export...
Insert in Movie
Cancel
00;01;18;28

3 In the Freeze Frame dialog, click Export to create a separate still image or Insert in Movie to insert the frame into the movie. You can also select the check box to edit the captured frame in Adobe Photoshop Elements if you choose the Import in Movie option.

4 In the Export Frame dialog, locate the Lesson12 folder and name your file *Walking_off.bmp*. Click Save to save the still image onto your hard disk. Then click Cancel to close the Freeze Frame dialog.

▷ **Tip:** You can also export Audio only from the Personal Computer output group.

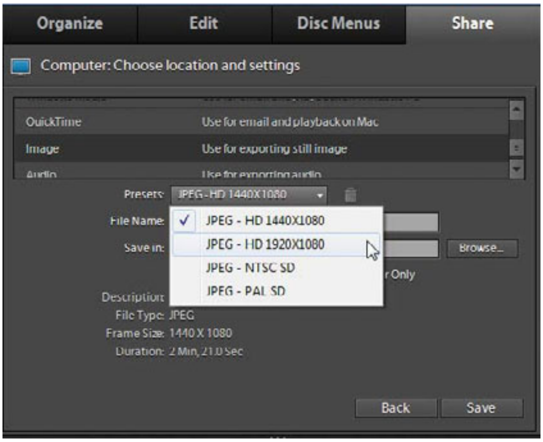

Export Frame
Recent Places
Desktop
Libraries
Computer
Network
Adobe Premiere Elements Aut...
Adobe Premiere Elements Previe...
Encoded Files
Lesson12_DV.prel
Lesson12_iPod....
Lesson12_Movie....
Lesson12_ShareP...
Lesson12_Start_...
Save
Cancel

Save in: Lesson12

File name: Walking_off

Save as type: Bitmap (*.bmp)

▷ **Tip:** The snapshot export function is very quick and easy but outputs only BMP files at the resolution of your current project. For more control over export size and formats, click Share, then Computer, and choose Image, which exposes multiple presets that you can customize by clicking the Advanced button.


Organize
Edit
Disc Menus
Share
JPEG - HD 1440X1080
JPEG - HD 1920X1080
JPEG - NTSC SD
JPEG - PAL SD
File Name:
Save in:
Browse...
r Only
Description:
Back
Save

Computer: Choose location and settings

QuickTime Use for email and playback on Mac

Image Use for exporting still image

Audio Use for exporting audio

Presets: JPEG - HD 1440X1080

File Type: JPEG

Frame Size: 1440 X 1080

Duration: 2 Min, 21.0 Sec

Review questions

1 What's the best format to use for creating files to view on Windows computers or to share with other viewers with Windows computers?

2 Why shouldn't you change any encoding parameters for files produced for iPods or other devices?

3 Why should you add a universal counting leader to the beginning of a file before writing it to DV or analog tape?

4 What's the easiest way to write a project to an analog tape format such as VHS?

5 What's the easiest way to upload your movie to a website such as YouTube or Photoshop.com?

Review answers

1 Windows Media is the best format for Windows because it combines small file size with high quality. Although virtually all computers can play MPEG-1 or MPEG-2 files, the files are usually too large for easy transport. QuickTime files may pose a problem because not all Windows computers support QuickTime, and Adobe Flash Video files with an FLV extension require a stand-alone player, which not all computers have installed.

2 Devices have very specific playback requirements, and if you change a file parameter and deviate from these requirements, the file may not load or play on the target device.

3 You should add a Universal Counting Leader or simply a black video file to the start of a project before writing it to tape to prevent the recording device from cutting off the initial frames of the video file.

4 Connect a VHS recorder to your DV camcorder via composite or S-Video connectors plus audio while writing your project to DV tape. Most DV camcorders will display the recorded signal out the analog ports while recording, which you can record on the VHS deck by clicking the Record button on the deck.

5 Switch to Share view, and then click the Online button. Choose YouTube or My Website, and then follow the instructions in Share view to render and upload your movie.

13

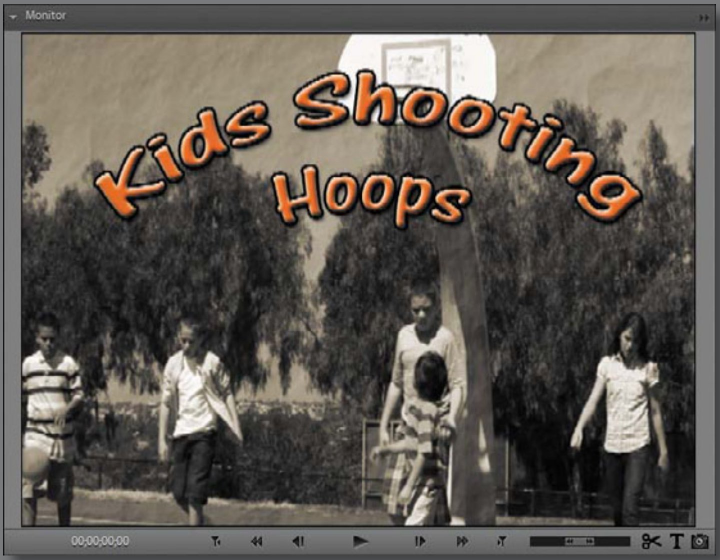
WORKING WITH PHOTOSHOP ELEMENTS

Adobe Photoshop Elements and Adobe Premiere Elements are designed to work together and let you seamlessly combine digital photography and video editing. You can spice up your video projects with title images or customized menu templates created in Photoshop Elements, or build slide show presentations in Photoshop Elements, and then use parts of them in Premiere Elements for further editing.

To work on the following exercises, you must have Photoshop Elements installed on your system. In this lesson, you will learn several techniques for using Photoshop Elements together with Premiere Elements. Specifically, you will learn how to do the following:

- Access albums created in Photoshop Elements in Premiere Elements
- Paste images into Premiere Elements
- Create a Photoshop file optimized for video
- Edit a Photoshop image from within Premiere Elements

This lesson will take approximately 1.5 hours.


Monitor
Kids Shooting Hoops
00;00;00;00

A cool text title created in Photoshop Elements for use in Premiere Elements.

Viewing the Completed Movie Before You Start

To see what you'll be creating, let's take a look at the completed movie.

1 Before you begin, make sure that you have correctly copied the Lesson13 folder from the DVD in the back of this book onto your computer's hard disk. See "Copying the Classroom in a Book Files" in the Getting Started section of this book.

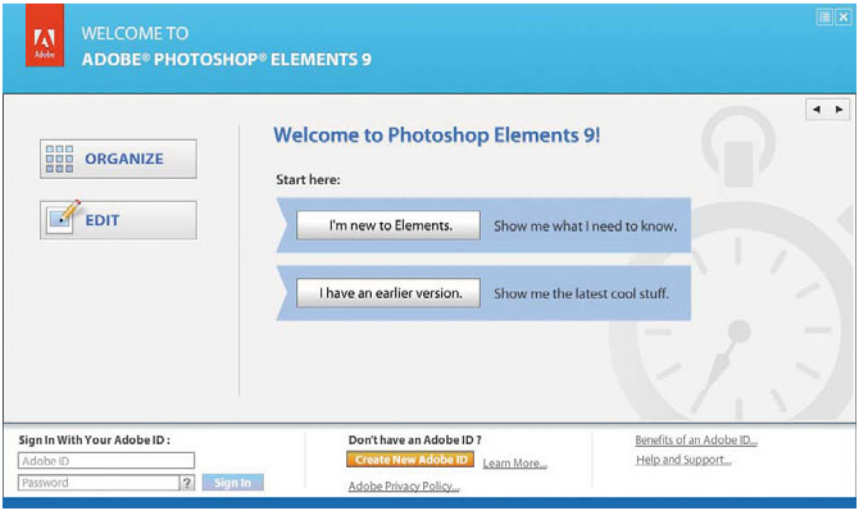
2 Navigate to the Lesson13 folder, and double-click Lesson13_Movie.mov to play the movie in your default application for watching QuickTime files.

Getting Started

You'll now open Photoshop Elements 9 and import the files needed for the Lesson13 project.

1 Launch Photoshop Elements.

2 In the Welcome screen, click the Organize button to open the Photoshop Elements Organizer.

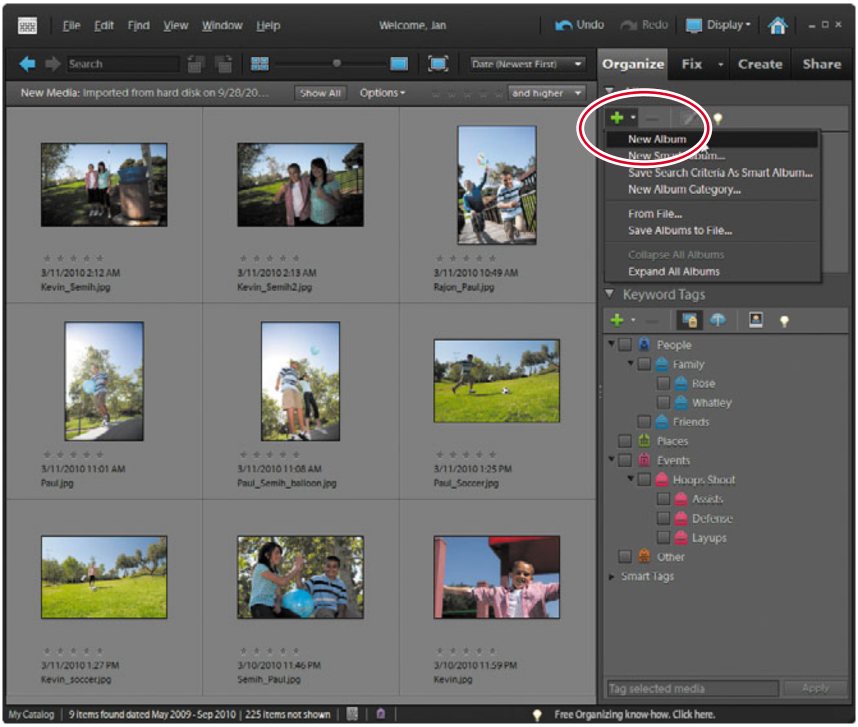

WELCOME TO
ADOBE® PHOTOSHOP® ELEMENTS 9
ORGANIZE
EDIT
Welcome to Photoshop Elements 9!
Start here:
I'm new to Elements.
Show me what I need to know.
I have an earlier version.
Show me the latest cool stuff.
Sign In With Your Adobe ID :
Adobe ID
Password
Sign In
Don't have an Adobe ID ?
Create New Adobe ID
Learn More...
Adobe Privacy Policy...
Benefits of an Adobe ID...
Help and Support...

3 If you've previously used Photoshop Elements, your Organizer may be displaying the photos in your current catalog. If this is the first time you've launched Photoshop Elements, you may receive a message asking if you would like to designate a location to look for your image files. Click No to work with an empty Organizer panel.

4 Choose File > Get Photos and Videos > From Files and Folders. Navigate to your Lesson13 folder and select—but do not open—the images subfolder. Then click Get Media. Photoshop Elements will import the photos.

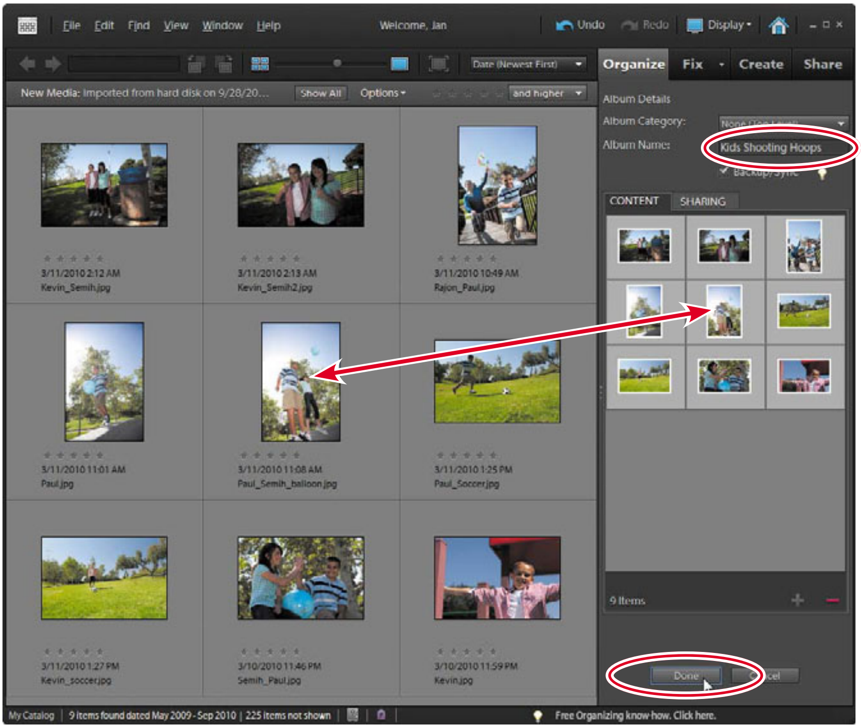
5 If a message appears telling you that only the newly imported files will appear, click OK. In the Organizer, you should see nine thumbnail images of the kids who were shooting hoops in the video that you created. Thumbnail images are small versions of the full-size photos. You'll be working with the full-size photos later in this lesson.

6 Under Albums in the Tagging window, click the Create new album or album group button (✚), and choose New Album. Premiere Elements opens the Album Details dialog.



File Edit Find View Window Help
Welcome, Ian
Undo
Redo
Display
Search
Date (Newest First)
Organize
Fix
Create
Share
New Media: Imported from hard disk on 9/28/20...
Show All
Options
and higher
New Album
New Smart Album...
Save Search Criteria As Smart Album...
New Album Category...
From File...
Save Albums to File...
Collapse All Albums
Expand All Albums
Keyword Tags
People
Family
Rose
Whatley
Friends
Places
Events
Hoops Shoot
Assists
Defense
Layups
Other
Smart Tags
Tag selected media
Apply
3/11/2010 2:12 AM
Kevin_Semih.jpg
3/11/2010 2:13 AM
Kevin_Semih2.jpg
3/11/2010 10:49 AM
Rajon_Paul.jpg
3/11/2010 11:01 AM
Paul.jpg
3/11/2010 11:08 AM
Paul_Semih_balloon.jpg
3/11/2010 1:25 PM
Paul_Soccer.jpg
3/11/2010 1:27 PM
Kevin_soccer.jpg
3/10/2010 11:46 PM
Semih_Paul.jpg
3/10/2010 11:59 PM
Kevin.jpg
My Catalog
9 items found dated May 2009 - Sep 2010 | 225 items not shown
Free Organizing know-how. Click here.

7 In the Photoshop Elements menu, choose Edit > Select All to select the nine new images. Then click on any one image, drag all the images into the Items window on the right, and release the pointer.


File
Edit
Find
View
Window
Help
Welcome, Jan
Undo
Redo
Display
Date (Newest First)
Organize
Fix
Create
Share
New Media: Imported from hard disk on 9/28/20...
Show All
Options
and higher
3/11/2010 2:12 AM
Kevin_Semih.jpg
3/11/2010 2:13 AM
Kevin_Semih2.jpg
3/11/2010 10:49 AM
Rajon_Paul.jpg
3/11/2010 11:01 AM
Paul.jpg
3/11/2010 11:08 AM
Paul_Semih_balloon.jpg
3/11/2010 1:25 PM
Paul_Soccer.jpg
3/11/2010 1:27 PM
Kevin_soccer.jpg
3/10/2010 11:46 PM
Semih_Paul.jpg
3/10/2010 11:59 PM
Kevin.jpg
Album Details
Album Category:
Album Name:
Backup/Sync
CONTENT
SHARING
9 Items
Done
Cancel
My Catalog
9 items found dated May 2009 - Sep 2010 | 225 items not shown
Free Organizing know-how. Click here.

Album Name: Kids Shooting Hoops

8 In the Album Name field in the Album Details dialog, type *Kids Shooting Hoops*.

9 On the lower left of the Album Details dialog, click Done to save the album.

As you may recall from Lesson 4, Premiere Elements and Photoshop Elements use the same Organizer, which Premiere Elements can access from the Media view in the Edit workspace. You'll review how to access the newly created Kids Shooting Hoops album from Premiere Elements in a later exercise.

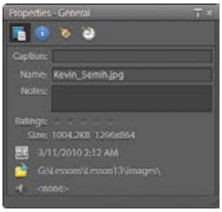
Using the Edit Videos Command in Photoshop Elements

You learned back in Lesson 1 that you can create a project in Premiere Elements after selecting video files in the Organizer. Similarly, you can create a Premiere Elements project from images using the same technique. Let's review that quickly in this exercise.

Briefly, if you have a project open in Premiere Elements when you use this technique, the Organizer will add the selected files to the current project at the end of the current Sceneline or Timeline. If no project is open, the Organizer will create a new project, which is the workflow you will follow in this exercise. Accordingly, if you have a project open in Premiere Elements, please close it (after saving if necessary) before starting this exercise.

To sort images in the Organizer, Photoshop Elements uses the date and time information embedded in the image file by the digital camera. In the Organizer menu, choosing to show the oldest files first by selecting Date (Newest First) enables you to create a slide show in chronological order when transferring the photos to Premiere Elements.

1 Right-click the first image (Kevin_Semih.jpg) and choose Show Properties. Properties view opens to Properties - General view, which displays the name of the image, and also details the file size, the date the photo was taken, and its location on your hard disk. The date the picture was taken is also displayed below the image thumbnail in the Photo Browser if you select the Details check box at the upper right of the Photo Browser. To show filenames in the Photo Browser, choose View > Show File Names. Click the Close icon (✖) at the upper right to close the Properties view.



Properties - General

Caption:

Name: Kevin_Semih.jpg

Notes:

Ratings:

Size: 1004.2KB 1296x864

3/11/2010 2:12 AM

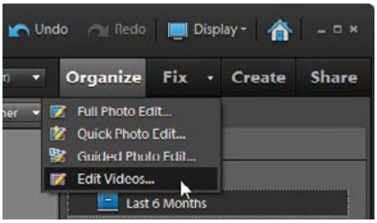
G:\Lessons\Lesson13\images\

<none>

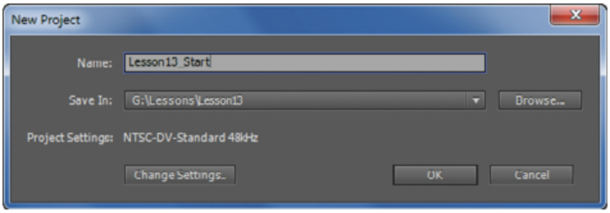
2 Press and hold the Ctrl/Command key, and then in the Photo Browser click the first five images in landscape mode —Kevin_Semih.jpg, Kevin_Semih2.jpg, Paul_soccer.jpg, Kevin_soccer.jpg, and Semih_Paul.jpg—to select them. A blue outline appears around the thumbnail to indicate a selected image. In the next step, Photoshop Elements will process only the selected images.

Note: Before performing the next step, make sure you do not have a project open in Premiere Elements. Otherwise, the images will be placed in the open file.

3 In the Fix panel, click the downward triangle on the top right of the Fix tab, and choose Edit Videos. A dialog may appear informing you that the files will be inserted at the end of your Timeline and that the Premiere Elements defaults will be used. Click OK. If Premiere Elements is not already open, it will launch automatically.



4 In the Premiere Elements New Project dialog, type *Lesson13_Start* in the name field. Click the Browse button. In the Browse For Folder dialog, navigate to the Lesson13 folder located on your hard disk and select it. Click OK to close the Browse For Folder dialog.


New Project
Browse...
Change Settings...
OK
Cancel

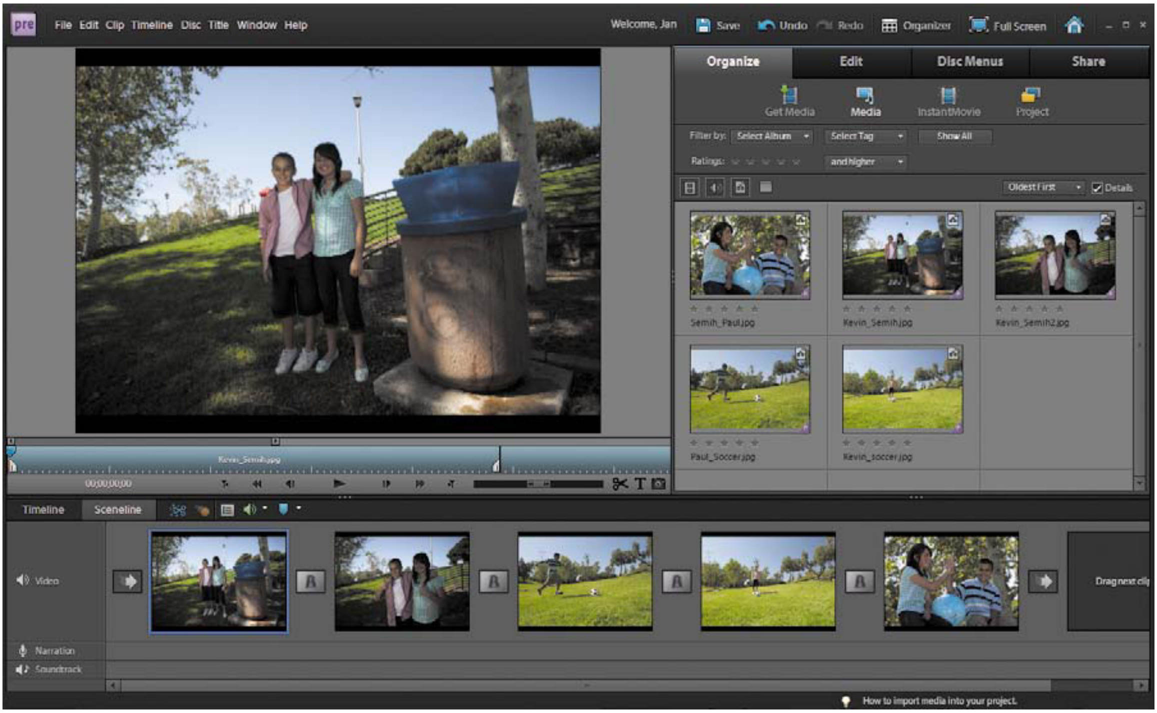
Name: Lesson13_Start

Save In: G:\Lessons\Lesson13

Project Settings: NTSC-DV-Standard 48kHz

5 If necessary, click the Change Settings button and change the preset to NTSC-DV-Standard 48kHz. Click OK to close the Setup dialog, and then click OK to close the New Project dialog.

A Premiere Elements project is created, and the images you selected in Photoshop Elements are now visible in the Organize view of the Tasks panel. They have also been added to Project view and placed in the Sceneline (or Timeline) of the My Project panel. The first image is displayed in the Monitor panel. In the Sceneline of the My Project panel you'll see all images as individual scenes.


pre
File
Edit
Clip
Timeline
Disc
Title
Window
Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Select Album
Select Tag
Show All
Ratings:
and higher
Oldest First
Details
Semih_Paul.jpg
Kevin_Semih.jpg
Kevin_Semih2.jpg
Paul_Soccer.jpg
Kevin_soccer.jpg
00;00;00;00
Timeline
Sceneline
Video
Narration
Soundtrack
Drag next cli
How to import media into your project.

6 With all scenes selected in the Sceneline, choose Clip > Group to place the entire group onto one target that can be moved as a single clip. Then choose Clip > Ungroup to treat each still image as its own scene in the Sceneline.

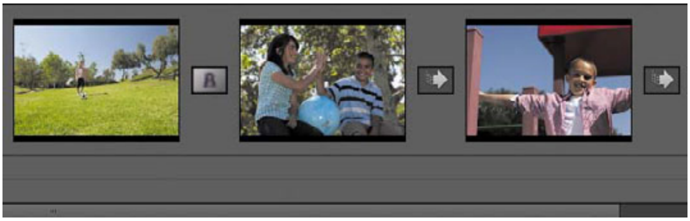
7 Press the spacebar to play your project. Premiere Elements uses the default duration of five seconds for each still image and applies a cross-dissolve as the default transition between each clip.

8 Return to the Organizer by clicking the Elements Organizer button at the bottom of your screen in the Windows taskbar (if it's visible) or by holding down the Alt/Command key and pressing Tab until you see the icon for the Elements Organizer. Release the Alt/Command key and the Elements Organizer opens. If all nine images aren't shown, click the Kids Shooting Hoops album at the upper right to display the contents of that album.

9 Click to select only one image, the one named Kevin.jpg, and then choose Edit > Edit with Premiere Elements. Click OK to close the Edit with Premiere Elements dialog if it appears. Your open application should switch to Premiere Elements, and the image will be placed at the end of your Sceneline or Timeline.

Note: Because you're sending only a single image from Photoshop Elements to Premiere Elements, no transition has been placed on the image. In this case, if you wanted to add a transition, you would have to do so manually, but do not add one at this time. See Lesson 7 for more information about adding transitions.

Note: Although you might assume that the total length of the slide show is equal to the number of images multiplied by the default duration for still images, it's actually less than that. This is because Premiere Elements inserts the transition effect between the images by overlapping the clips by the default length of the transition effect. Note that you can change the default still image duration and transition duration in the Premiere Elements Preferences panel. See the section "Working with Project Preferences" in Lesson 2 for more details.



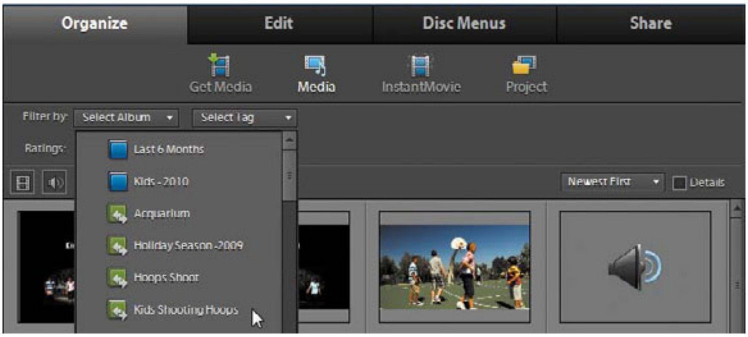
10 Choose File > Save As and save this project file in your Lesson13 folder as *Lesson13_Work.prel.*

Loading an Album from Photoshop Elements

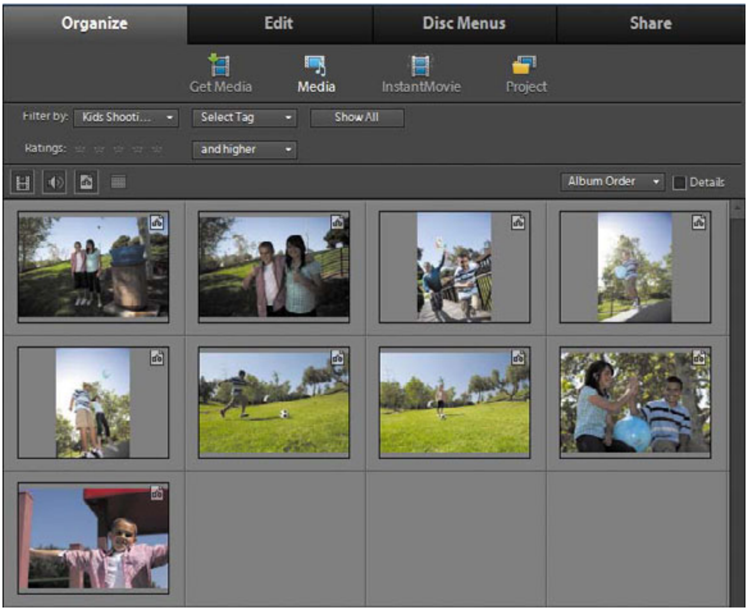
Using the Edit Videos command in Photoshop Elements will not only add the images to Project view, but also place them in the Sceneline. At times, you may want more flexibility, or you may want to add images from an album after you've already started a project in Premiere Elements. To do this, you can open an album created in Photoshop Elements in Premiere Elements. You learned how to create and open albums back in Lesson 4; here's a brief refresher course.

1 In Premiere Elements, click the Organize tab to open the Organize workspace in Media view.

2 In the Filter by: list box, scroll down and select the desired album—in this case, the Kids Shooting Hoops album that you created earlier in the chapter.


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Select Album
Select Tag
Ratings:
Last 6 Months
Kids - 2010
Acquarium
Holiday Season-2009
Hoops Shoot
Kids Shooting Hoops
Newest First
Details

Premiere Elements displays the album's contents in Organizer view.


Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Kids Shooti...
Select Tag
Show All
Ratings:
and higher
Album Order
Details

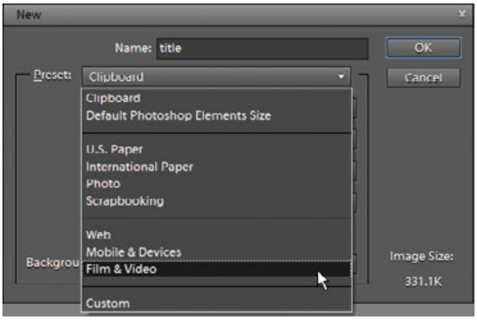
From the Organizer you can drop assets directly onto the Sceneline or the Monitor panel to add them to your project. Assets added from the Organizer will also be automatically added to Project view and tagged with a project-specific keyword tag. For more information on catalogs, keyword tags, and the Organizer view, see the section "Tagging in the Organizer" in Lesson 4, "Organizing Your Content."

Creating a New Photoshop File Optimized for Video

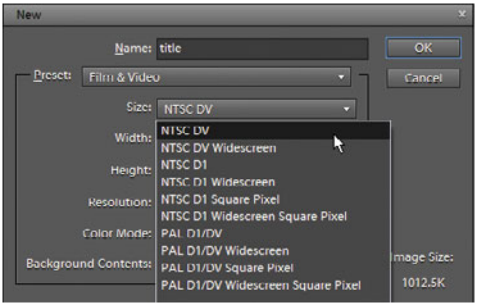
The first part of this lesson focused on importing image files from Photoshop Elements into Premiere Elements. In this exercise, you'll create a new still image, modify it in Photoshop Elements, and then use it in your Premiere Elements project.

One of the more common workflows between the two programs is to create a project title in Premiere Elements, edit it in Photoshop Elements, and then deploy the title in Premiere Elements. That's what you'll do in this and the following exercise.

1 Make sure you're in Photoshop Elements. Choose File > New > Blank File. In the New file dialog, type *title*. Then click the Preset list box and choose File & Video.


Name: title
Preset: Clipboard
New
OK
Cancel
Clipboard
Default Photoshop Elements Size
U.S. Paper
International Paper
Photo
Scrapbooking
Web
Mobile & Devices
Film & Video
Custom
Backgrou
Image Size:
331.1K

2 Click the Size list box and choose NTSC DV, which matches the project you should have open in Premiere Elements. If you're working on a different project, choose the size that matches the resolution of your Premiere Elements project. If you don't know or have forgotten, click Edit > Project Settings > General in Premiere Elements to view your project settings.

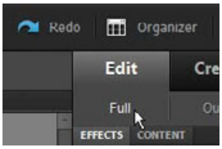

Name: title
Preset: Film & Video
Size: NTSC DV
New
OK
Cancel
Width:
Height:
Resolution:
Color Mode:
Background Contents:
NTSC DV
NTSC DV Widescreen
NTSC D1
NTSC D1 Widescreen
NTSC D1 Square Pixel
NTSC D1 Widescreen Square Pixel
PAL D1/DV
PAL D1/DV Widescreen
PAL D1/DV Square Pixel
PAL D1/DV Widescreen Square Pixel
Image Size:
1012.5K

3 Click OK to create the file, and then click OK to close the dialog regarding using a video monitor.

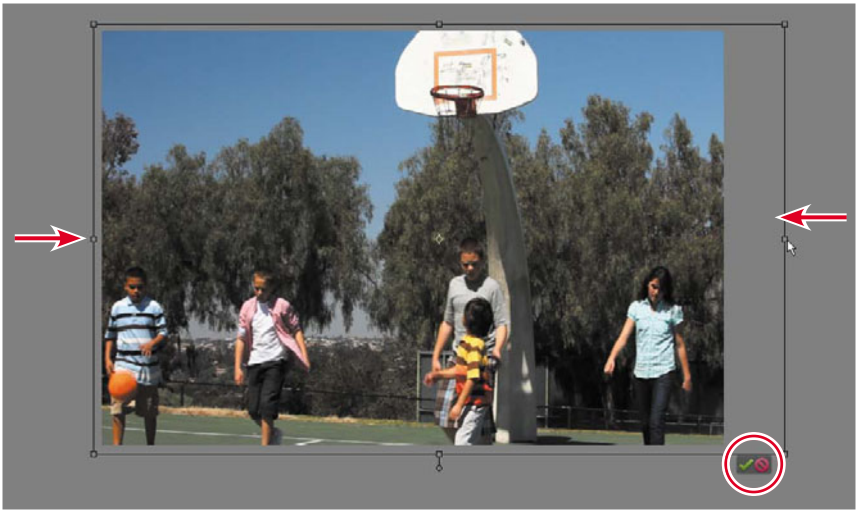
4 Now let's save the file in the Lesson13 folder. Choose File > Save As, and in the Save As dialog, check to make sure that you named the file *Title.psd*, then navigate to your Lesson13 folder and click Save.

Customizing a Title in Photoshop Elements

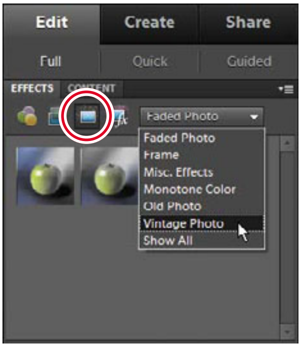
Now you have your Photoshop file. Next, you'll add the background that you captured in the previous lesson, customize the background, and then add some text.



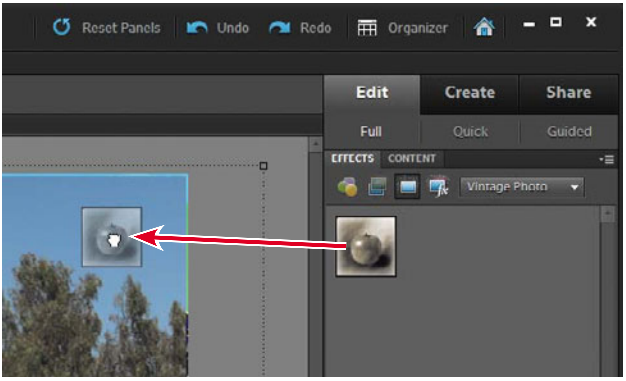
1. In the Editor, make sure Full mode is selected on the extreme upper-right side of the interface. If necessary, click the Full button to choose that mode.
2. In the top menu, choose View > Guides to hide the title and action safe guides, which you don't need because you're not producing a DVD with this project, or otherwise producing a file that will be viewed on a television set.
3. In Photoshop Elements, choose File > Open. The Open dialog opens. Navigate to the Lesson13 folder on your hard disk, choose Walking_off.bmp, and click Open to load the image into Photoshop Elements.
4. In the Photoshop Elements menu, choose Select > All to select the image, and then choose Edit > Copy to copy the image to the clipboard.
5. Click Title.psd to make it active and choose Edit > Paste to paste the copied Walking_off image into Title.psd. If you see an error message about the background of the image being locked, click OK to enable the paste.
6. You'll need to adjust the size of the pasted image to fit Title.psd, which you accomplish by clicking and dragging any of the eight small squares on the edges and sides of the bounding box. Try to position the image so that the kids on the left and right extremes are both as visible as possible. Then click the Commit Current Operation check mark on the lower right to set the adjustment.



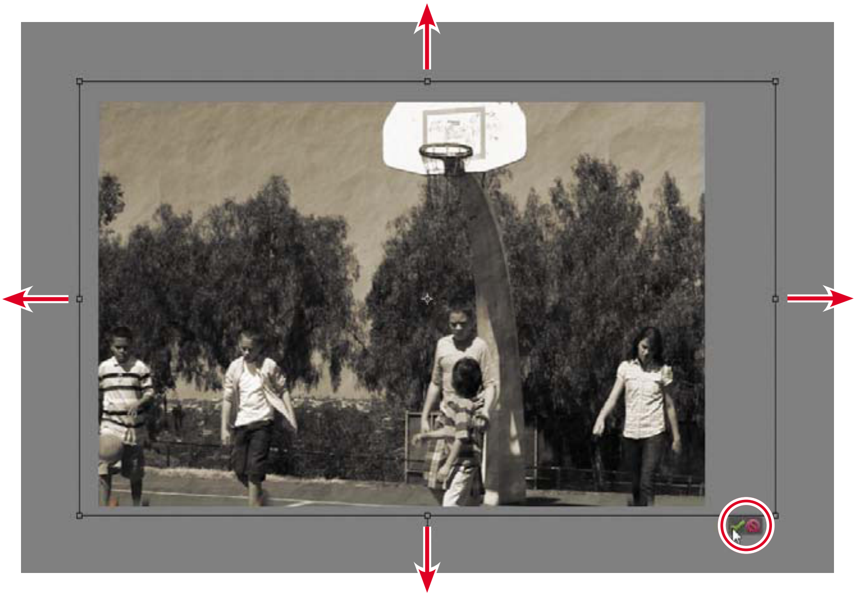
7 On the upper-right side of the Photoshop Elements interface, in the EFFECTS tab, click the second icon from the right (🖼), click the drop-down list, and then choose the Vintage Photo effect.


Edit
Create
Share
Full
Quick
Guided
EFFECTS
CONTENT
Faded Photo
Faded Photo
Frame
Misc. Effects
Monotone Color
Old Photo
Vintage Photo
Show All

8 Drag the Vintage Photo effect onto Title.psd and release. Photoshop Elements applies the effect to the image.

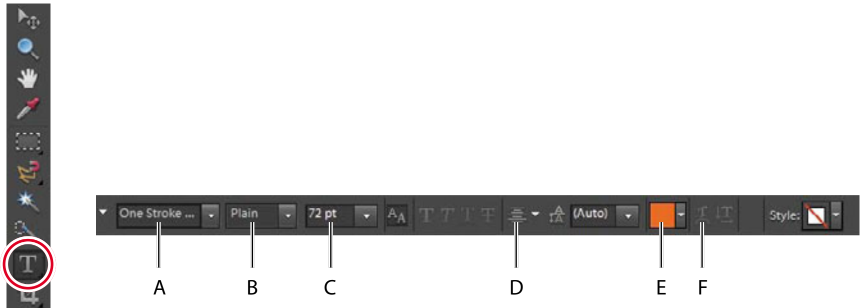

Reset Panels
Undo
Redo
Organizer
Edit
Create
Share
Full
Quick
Guided
EFFECTS
CONTENT
Vintage Photo

9 Drag the edges of the bounding box in the Title.psd image outward to exclude the blue edges from each side. Then click the Commit Current Operation check mark on the lower right to set the adjustment.



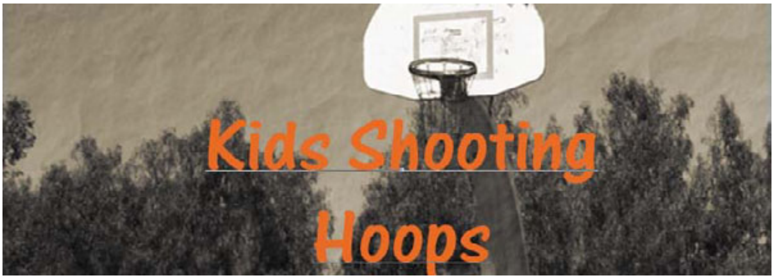
10 Let's add a text title to Title.psd. Click the Horizontal Type Text (T) tool in the Tools panel.

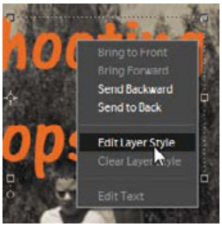
11 In the Text tool options bar, choose the One Stroke Script LET font, Plain style at 72 pts, center text alignment, and set the font color to Pure Red Orange. If you don't have that font on your system, choose a different font that delivers the same je ne sais quoi.



A. Font **B.** Style **C.** Font Size **D.** Alignment **E.** Color **F.** Create Warped Text.

12 Click the image just beneath and slightly to the left of the basketball net, and type *Kids Shooting* (carriage return) *Hoops*.

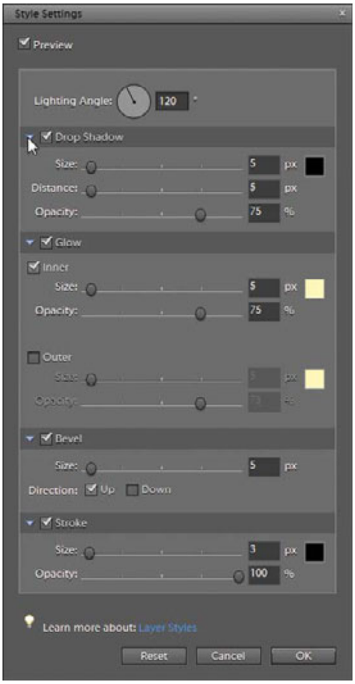

Kids Shooting
Hoops


Bring to Front
Bring Forward
Send Backward
Send to Back
Edit Layer Style
Clear Layer Style
Edit Text

13 Click the Move tool ( ) in the toolbox to return to the selection arrow. Position the text in the horizontal center of the frame. Now let's make the text more legible. To do this, right-click the text box and choose Edit Layer Style.

14 Let's make several adjustments in the Style Settings dialog:

- Click the Drop Shadow box to add a drop shadow.
- Add an inner glow by clicking the Glow check box, then clicking the Inner check boxes, and then conforming their settings to the figure.
- Add a bevel by clicking the Bevel check box and otherwise make sure that your settings match those in the figure.
- Add a stroke by clicking the Stroke check box and otherwise make sure that your settings match those in the figure.
- Click OK to close the dialog.


Style Settings

☑ Preview

Lighting Angle: 120 °

☑ Drop Shadow
Size: 5 px
Distance: 5 px
Opacity: 75 %

☑ Glow
☑ Inner
Size: 5 px
Opacity: 75 %
☐ Outer
Size: px
Opacity: %

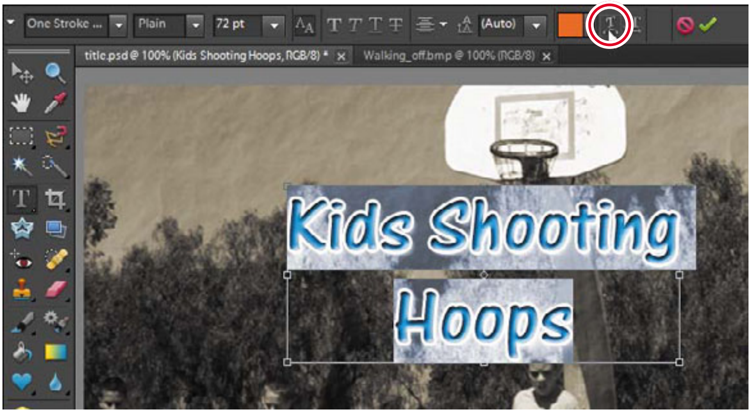
☑ Bevel
Size: 5 px
Direction: ☑ Up ☐ Down

☑ Stroke
Size: 3 px
Opacity: 100 %

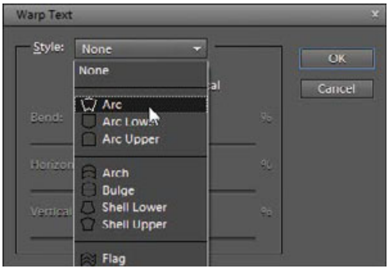
Learn more about: Layer Styles

Reset
Cancel
OK

15 Much better. Now let's warp the text around "Walking off." Double-click the text box to select all text, and then click the Create Warped Text icon on the text tools option bar.


One Stroke ...
Plain
72 pt
(Auto)
title.psd @ 100% (Kids Shooting Hoops, RGB/8) *
Walking_off.bmp @ 100% (RGB/8)
Kids Shooting
Hoops

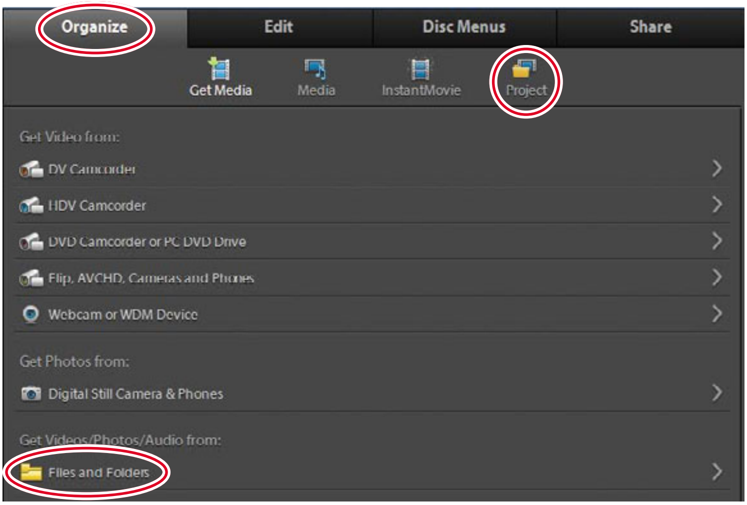
16 In the Warp Text dialog, click the Style drop-down list and choose Arc. Then Click OK to close the dialog.


Warp Text
Style:
None
None
Arc
Arc Lower
Arc Upper
Arch
Bulge
Shell Lower
Shell Upper
Flag
Bend:
Horizon
Vertical
OK
Cancel

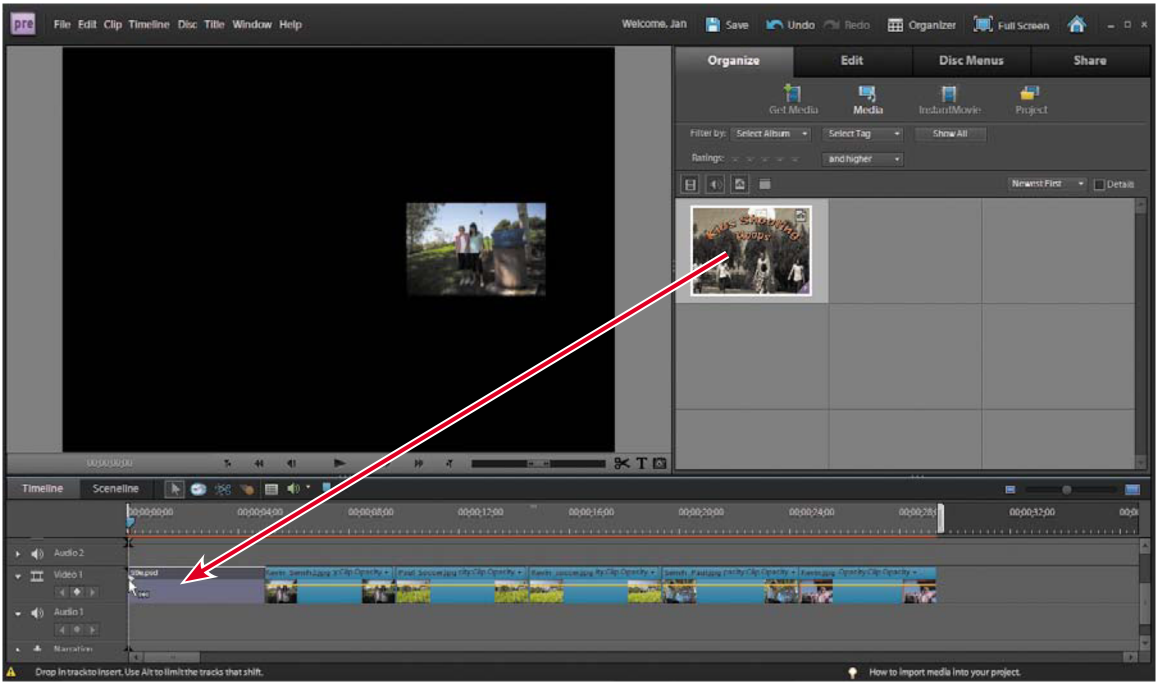
17 Choose File > Save to save Title.psd.

18 Switch to Premiere Elements by clicking the Premiere Elements button at the bottom of your screen in the Windows taskbar or by holding down the Alt/Command key and pressing Tab until you see the icon for Premiere Elements. Release the Alt/Command key and Premiere Elements opens.

19 Now let's import the file into Premiere Elements. Click the Organize Tab, then the Get Media icon, and then Get Videos/Photos/Audio from Files and folders. The Add Media dialog opens. Navigate to the Lesson13 folder, click to select Title.psd and click Open (Windows)/Import (Mac OS). Premiere Elements imports the file and displays it in the Media workspace.

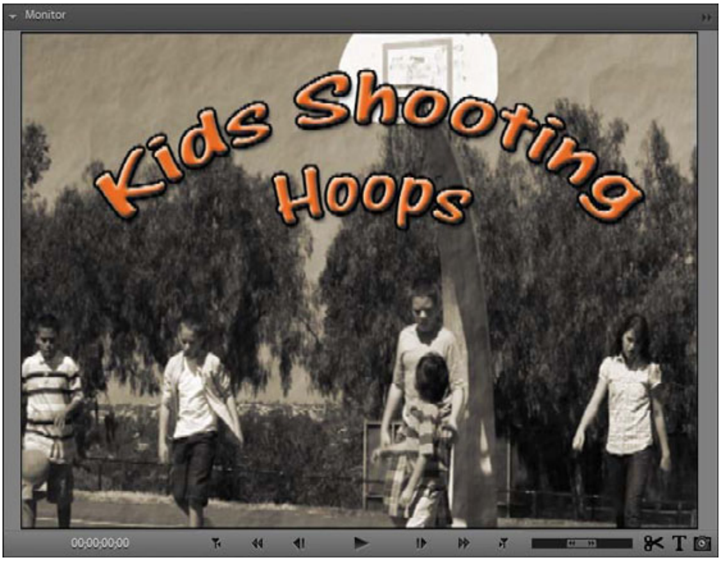

Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Get Video from:
DV Camcorder
HDV Camcorder
DVD Camcorder or PC DVD Drive
Flip, AVCHD, Cameras and Phones
Webcam or WDM Device
Get Photos from:
Digital Still Camera & Phones
Get Videos/Photos/Audio from:
Files and Folders

20 In the Timeline, drag Title.psd to the beginning of the movie, waiting for about two seconds for the other images to shift to the right. Then release the pointer. If Premiere Elements opens the SmartFix dialog, click No. Premiere Elements will insert Title.psd at the start of the movie and shift all other content to the right.


pre
File Edit Clip Timeline Disc Title Window Help
Welcome, Jan
Save
Undo
Redo
Organizer
Full Screen
Organize
Edit
Disc Menus
Share
Get Media
Media
InstantMovie
Project
Filter by:
Select Album
Select Tag
Show All
Ratings:
and higher
Newest First
Details
Timeline
Sceneline
00;00;00;00
00;00;04;00
00;00;08;00
00;00;12;00
00;00;16;00
00;00;20;00
00;00;24;00
00;00;32;00
Audio 2
Video 1
Audio 1
Narration
How to import media into your project.

Drop in tracks to insert. Use Alt to limit the tracks that shift.

21 Save your work. Your title should look like the one shown in the Monitor panel in the next figure.



Editing a Photoshop Image in Premiere Elements

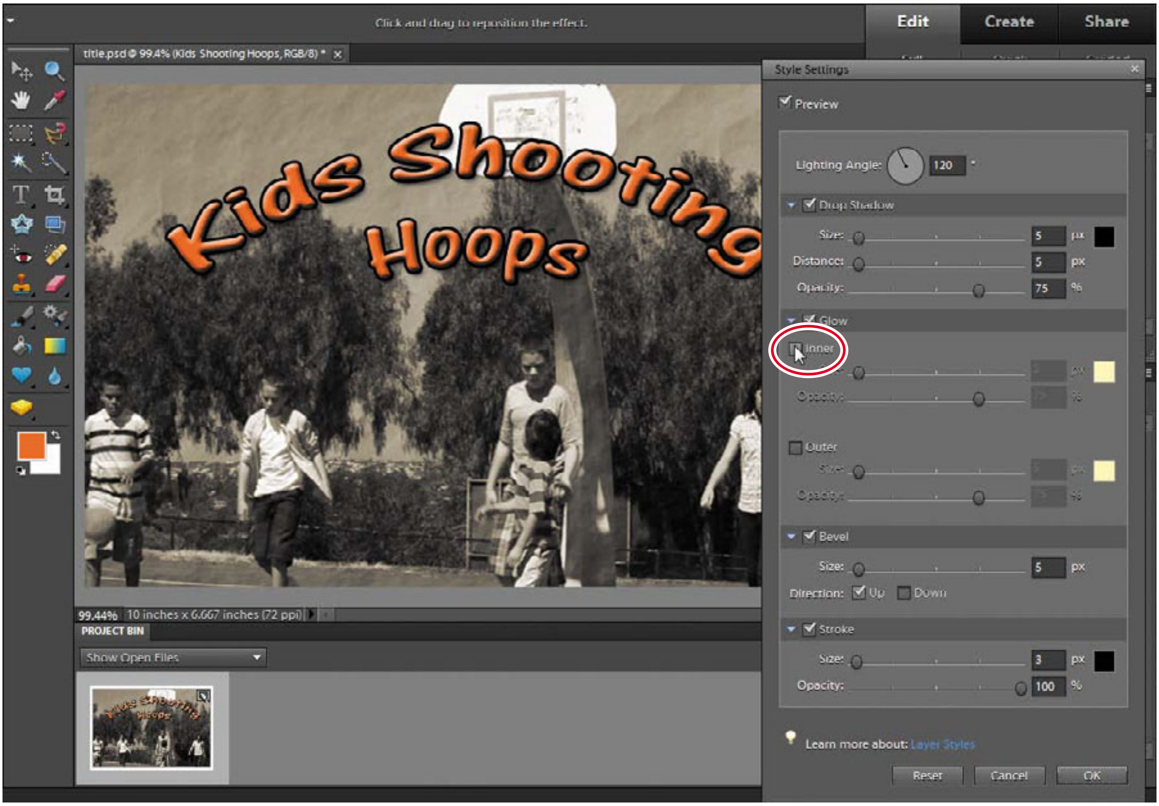
▷ **Tip:** When in the Timeline, pressing the equals sign (=) on your keyboard is a quick way to zoom in to better view the clips.

You can edit a Photoshop Elements image (or any image for that matter) while you're working in Premiere Elements by using the Edit in Photoshop Elements command. Changes you make to the image will be updated automatically, even if the clip is already placed in your Sceneline or Timeline. Let's add a bit of color to the currently drab title.

1 Right-click the Title.psd clip in the Timeline and choose Edit in Adobe Photoshop Elements. The Title.psd file opens in Photoshop Elements. Click OK if the dialog discussing the video monitor opens.

2 If necessary, click the Move tool ( ) in the toolbox to choose the selection arrow. Then right-click the text box and choose Edit Layer Style.

3 In the Style Settings dialog, click the Inner Glow check box to deselect that style setting. Click OK to close the dialog.



Click and drag to reposition the effect.
Edit
Create
Share
title.psd @ 99.4% (Kids Shooting Hoops, RGB/8) *
Kids Shooting Hoops
99.44%
10 inches x 6.667 inches (72 ppi)
PROJECT BIN
Show Open Files
Style Settings
Learn more about: Layer Styles
Reset
Cancel
OK

☑ Preview

Lighting Angle: 120 °

☑ Drop Shadow
Size: 5 px
Distance: 5 px
Opacity: 75 %

☑ Glow
☐ Inner
Opacity:
☐ Outer
Size:
Opacity:

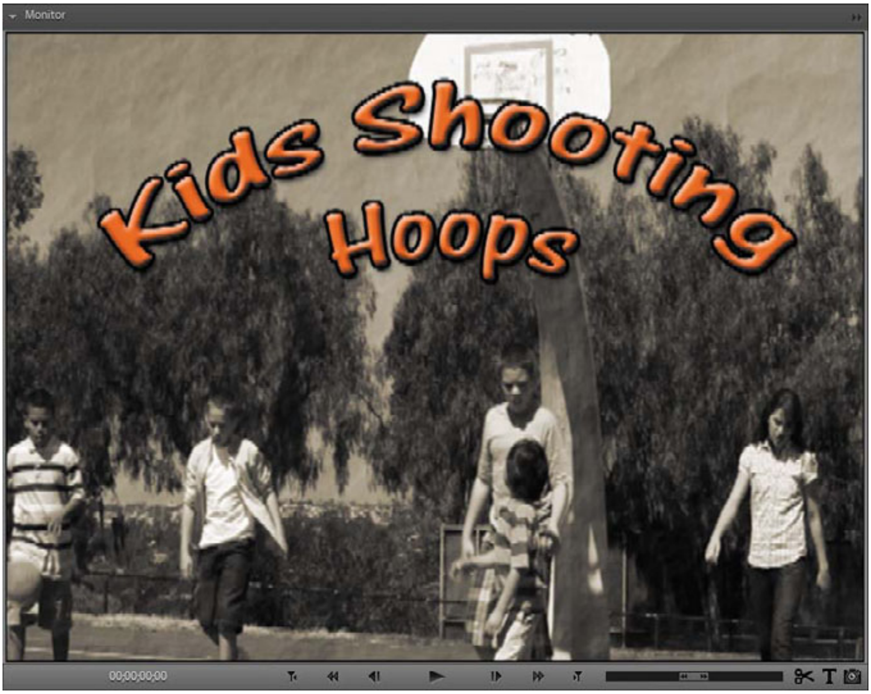
☑ Bevel
Size: 5 px
Direction: ☑ Up ☐ Down

☑ Stroke
Size: 3 px
Opacity: 100 %

4 Choose File > Save, overwriting the Title.psd file in the Lesson13 folder. Close the file, and then switch to Premiere Elements.

The changes made to the Title.psd file in Photoshop Elements have automatically been updated in the Premiere Elements project. This is very useful because it eliminates the need to reimport an image file every time a change is made.

5 Click the top of the Timeline to select it, and then press the Home key to place the current-time indicator at the beginning of the Timeline. Press the spacebar to play your project. When you're finished reviewing, save your work.



Congratulations! You've finished the lesson on working with Photoshop Elements. You've discovered how to get photos from the Organizer and how to enhance them using the Editor. You've also learned how to create a title in Photoshop Elements for use in Premiere Elements.

This is the last lesson in this book. We hope that you have gained confidence in using Premiere Elements 9, developed some new skills, and increased your knowledge of the product and the many creative things you can accomplish with it.

But this book is just the beginning. You can learn more by studying the Premiere Elements 9 Help system that is built into the application. Simply choose Help > Adobe Premiere Elements Help and browse or use the search functionality to find what you need. Also, don't forget to look for tutorials, tips, and expert advice on the Adobe Systems website at www.adobe.com.

Review questions

1 What’s the best way to make sure that an image you create in Photoshop Elements matches the video that you’ll be adding it to?

2 How can you edit an image included in a Premiere Elements project in Photoshop Elements?

3 What are the advantages of editing your images in Photoshop Elements?

Review answers

1 Make sure that you create the file using the same size as your video project.

2 Right-click the image in the Premiere Elements Timeline and choose Edit in Photoshop Elements.

3 Photoshop Elements has many more still image effects and several more advanced text-related adjustments.

INDEX

A

action safe guides, 294
action-safe margins, 176
Adobe Community Help, 4
Adobe Forums, 5
Adobe Systems website, 302
Adobe TV, 5
albums
  creating, 76–77, 80, 287–288
  loading from Photoshop Elements, 291–292
  naming, 76, 288
  Smart Albums, 80
analog video
  considerations, 38
  converting to digital, 50
  exporting digital movies to, 279–280
animating
  buttons, 249–252
  effects with keyframes, 137–139
  still titles, 184–185
Anti-aliasing Quality control, 163
aspect ratio, 27–31, 272
audio, 194–215
  adding to menus, 246, 248–249
  beat detection, 211–213
  capturing without video, 43
  effects for, 213–214
  filtering background noise, 207
  gain controls, 204–205, 206, 207
  inserting in menu background, 248–249
  music. *See* music
  narrating movies, 200–201
  normalization, 207
  SmartMix feature, 202–204
  SmartSound Quicktracks, 197–200
  trimming linked video and, 212
  using Audio Mixer, 209–211
  volume adjustments, 205–209
  waveforms, 206–207
Audio format, 275
Audio Mixer, 209–211
Auto Analyzer
  capturing video, 48
  running on clips, 64, 69–71
  working with SmartFix, 117–119
Auto Save feature, 32
Auto-Play button, 231
auto-play discs, 231–232
AVCHD camcorders, 16, 30, 48–52

B

background color, 63, 142
background music, 197–200, 248
background noise, 207
background rendering, 90, 134
backlighting, 125–127
beat detection, 211–213
Blue-ray Discs. *See also* DVDs
  adding scene markers, 229–230
  auto-play, 231–232
  burning, 227, 257–260
  overview, 227–229
  settings, 260
bonus clips, 241–243, 244
bounding box, 245, 246, 294, 296
Browser pane, 10
burning DVDs, 227, 257–260
buttons
  animating, 249–252
  changing text properties for, 252–255
  customizing, 250–252
  modifying scene markers, 238–240
  overlapping, 251
  text, 250–255
  thumbnail scene, 249–254

C

camcorders. *See also* video devices
  capturing video from, 37, 38–48
  capturing video without device control, 45
  connecting to computer, 40–42
  device control for, 44–45
  dubbing video to VCR via, 279–280
  importing video from AVCHD, 16, 30, 48–52
  inputting video footage from, 10
  preparing to export to, 277–278
  previewing video on TV monitor, 87
  tape-based, 10, 277–280
  troubleshooting problems, 46–47, 48
  types of, 10, 16
cameras, digital, 10, 16, 38, 51
Capture panel, 39, 40–48

capturing video, 38–48
  Auto Analyzer and, 48
  from camcorders, 37, 38–48
  capture interfaces, 39–40
  Capture to Timeline option, 43
  capturing without audio, 43
  capturing without device control, 45
  capturing/splitting into scenes, 43–44
  device control, 44–48, 50, 280
  options for, 42–44
  overview, 38
  saving imported files, 52
  Scene Detect and, 43–44
  stop-motion video, 49
  stopping capture, 45, 48
  from tape-based devices, 10, 40–50
  time-lapse video, 49
  troubleshooting problems, 46–47, 48
  from webcams, 16, 40, 42, 43, 45
clips
  adding in Sceneline, 91–93
  adding to menus, 246–248
  adjusting speed of, 116, 130–131, 143–144
  bonus, 241–243, 244
  compositing with Videomerge, 141–143
  correcting shakiness of, 129–130
  deleting, 94
  editing. *See* editing
  effects. *See* effects
  finding in Media view, 61–63
  importing. *See* importing
  layering, 97, 99
  moving, 93–94
  optimizing, 120–130
  playing. *See* playback
  previewing, 58–59
  reframing, 127–129
  rendering, 123–125
  running Auto Analyzer on, 64, 69–71
  sharpening, 129, 130
  SmartFix adjustments, 117–119
  splitting, 96–97, 103–105
  superimposing titles over video, 185–189
  tagging, 64–78
  transitions in. *See* transitions
  trimming. *See* trimming clips
  working with multiple, 126
color
  background, 63, 141, 142
  saturation, 117, 122
  text, 180–181, 187–188
Community Help, 4
compression, 260
computers
  connecting video devices to, 40–42
  sharing movies from, 271–275
  system requirements, 2
content
  importing from hard drive, 16, 53
  in Media view, 61–63
  organizing. *See* Organizer
content-based scene detection, 43, 44
Create panel, 11
credits, 189–191
current-time indicators, 87, 133, 134, 154

D

data transfer rate, 41
decibels, 205
device control, 44–48, 50, 280
disc menu templates, 234–240, 244, 246, 248
Disc Menus workspace, 17–18
docking/undocking panels, 33, 34
drop zones, 246, 247, 248
dropped frames, 280
dubbing video, 279–280
DV AVI format, 275
DV camcorders. *See* camcorders
DVDs. *See also* Blue-ray Discs
  adding scene markers, 229–230
  auto-play, 231–232
  burning, 227, 257–260
  copying lesson files from, 3–4
  menus for. *See* menus
  overview, 227–229
  Web DVDs, 255–257

E

Edit in Photoshop Elements command, 300–302
Edit workspace, 16–17
editing
  images in Photoshop Elements, 288–291
  InstantMovies, 75
  Photoshop images in Premiere Elements, 300–302
  SmartFix adjustments, 117–119
  split edits, 212
  in Timeline, 100–103
  trimming. *See* trimming clips
  working with keyframes, 136–137
effects, 112–148. *See also specific effects*
  animating with keyframes, 137–139
  applying, 120–123, 126
  compositing clips, 141–143
  copying to/from clips, 139–140
  curative, 115
  deleting, 127
  effect masking, 146–147
  exploring, 147
  fading in/out, 134–136, 163–164
  fixed, 115, 116, 117, 127
  image control, 117, 120–127
  image pan, 131–134
  motion controls, 116, 127–129, 144–146
  overlay, 115
  pan, 131–134
  Picture-in-Picture overlay, 140–141
  playback speed, 116, 130–131, 143–144
  previewing, 123–124
  rendering, 90, 123–124
  Shadow/Highlight, 119, 125–127
  sharpening, 129, 130
  sound, 213–214
  standard, 114
  for titles, 184–185
  toggling on/off, 122, 199
  types of, 114–117
  using, 114–117
  Videomerge, 141–143
  zoom, 131–134
Effects view, 16
Export to Tape dialog, 277–280
exporting frames as still images, 281–282
exporting movies. *See also* uploading movies/files
  to mobile phones/players, 276
  to tape, 277–280
  uploading to websites, 269, 271
eye icon, 119, 122, 125, 130

F

- fading in/out
  - single-sided transitions for, 163–164
  - title clips, 183–184
  - using keyframes, 134–136
  - volume, 208–209
- files. *See also* projects
  - compatible movie formats, 275
  - finding, 61–63
  - lessons, 3–4
  - opening, 65
  - optimizing for video, 293
  - Project view of, 78–79
  - uploading. *See* uploading movies/files
- finding files, 61–63
- Fix panel, 11–13
- Flash Video (FLV) format, 266, 275
- footage. *See* video footage
- forums, 5
- frames
  - advancing, 89
  - exporting as still images, 281–282
  - moving to specific, 88
  - sharing single movie, 281–282
  - timecode and, 89
  - trimming, 102
- frames per second (fps), 31
- Freeze Frame dialog, 281–282

G

- gain controls, 204–205, 206, 207
- Get Media view, 16, 38, 45, 51
- GPU (Graphics Processing Unit) effects, 165

H

- hard disk
  - importing video content from, 16, 53
  - space required for DV editing, 41
- HDV camcorders. *See* camcorders
- HDV presets, 30–31
- help features, 4, 5, 302
- History panel, 20
- Horizontal Type tool, 174, 180, 296

I

- IEEE 1394 connectors/ports, 40–42, 45, 46, 227
- Image Control effects, 117, 120–127
- Image format, 275
- image pan, 131–134
- images
  - adding to menus, 246–248
  - adding to titles, 181–183
  - changing menu thumbnail, 238–240
  - combining with video, 108–109
  - copying/pasting, 188, 294
  - editing. *See* editing
  - importing. *See* importing
  - menu thumbnails, 237–240
  - sending from Photoshop Elements to Premiere Elements, 288–291
- importing
  - audio/video clips, 39–40, 60
  - content from hard disk, 16, 53
  - Photoshop images, 288–291, 294, 298–299
  - video with Video Importer, 39–40, 48–52
- Info panel, 19
- In/Out points, 82, 95, 247, 249–250
- InstantMovies, 16, 72–75, 218–222
- Interest Level threshold, 107
- interlaced video, 31
- iPod/iPhone movies, 16, 51, 276

J

- J-cuts, 212

K

- kerning text, 177–178, 179
- keyframes
  - animating effects with, 137–139
  - audio adjustments with, 208–209
  - creating fade-outs with, 134–136
  - creating image pan with, 131–134
  - described, 131
  - working with, 131–137
- keyword tags, 64, 67–69. *See also* tagging

L

- layering, 97, 99
- L-cuts, 212
- lesson files, 3–4
- letterboxes, 27–29

M

- markers. *See* menu markers
- Media view, 16, 61–63, 71
- menu markers
  - main menu markers, 242, 243, 244
  - scene markers. *See* scene markers
  - setting, 241–243
  - stop markers, 241–242, 243, 244
- menus, 224–261
  - adding audio to, 246, 248–249
  - adding images to, 246–248
  - adding video to, 246–249
  - buttons on. *See* buttons
  - creating DVDs with, 234–237
  - customizing, 244–249
  - image thumbnails, 237–240
  - previewing, 226–227, 231–233, 240
  - submenus, 241–243
- mobile phone movies, 51, 276
- Monitor panel, 14, 33–34, 87–90
- motion controls, 116, 127–129, 144–146
- Motion Tracking effect, 144–146
- movie themes, 216–223
- movies. *See also* projects; video
  - combining video/still images, 108–109
  - exporting. *See* exporting
  - InstantMovies, 16, 72–75, 218–222
  - iPod/iPhone, 16, 51, 276
  - narrating, 200–201
  - playing. *See* playback
  - previewing. *See* previewing
  - safe zones for TV, 176
  - sharing. *See* sharing movies
  - transitions in. *See* transitions
  - YouTube, 266–268
- MPEG format, 275
- music
  - background, 197–200, 248
  - detecting beat of, 211–213
  - selecting for InstantMovie, 73–74
- My Project panel, 14–15, 33–34. *See also* Sceneline view; Timeline view

N

- narration, 200–201
- New Project panel, 12
- noise, background, 207
- normalization, 207
- NTSC settings, 44, 271

O

opacity, 134–136, 183–184
Organize panel, 11, 220
Organize workspace, 15–16, 59–61
Organizer workspace
  opening files in, 65
  Photoshop Elements, 286–288
  tagging in, 64–78
  using, 8–20
  working in, 10–20
Out/In points, 82, 95, 247, 249–250
overlay effects, 115
overscan, 176

P

PAL settings, 44, 271
panning images, 131–134
phones, 16, 51, 276
Photoshop Elements, 284–303
  creating files optimized for video, 293
  creating Premiere Elements projects in, 288–291
  customizing titles in, 294–300
  editing images in Premiere Elements, 300–302
  launching/getting started in, 286–288
  loading albums in Premiere Elements, 291–292
  sending images to Premiere Elements, 288–291, 294
  using with Premiere Elements, 284–303
Photoshop.com
  account for, 77
  logging in to, 269
  sharing movies via, 263, 268–270
  synchronizing video on, 77–78
  uploading files/movies to, 76–78, 263, 268–270
  working with, 8, 20–22
Picture-in-Picture overlay, 140–141
pixel aspect ratio, 28, 30–31
Play buttons, 252
playback
  with Auto-Play button, 231
  auto-play discs, 231–232
  music in SmartSound, 198
  Play buttons, 252
  with Play/Pause toggle (spacebar), 44, 58–59, 75, 87
  reversing playback, 131
  shortcuts, 66
  speed, 116, 130–131, 143–144
  starting/stopping, 65, 66
player movies, 276
Play/Pause toggle (spacebar), 44, 58–59, 75, 87
preferences, 31–33
Premiere Elements
  editing Photoshop images in, 300–302
  help features, 4, 5
  importing Photoshop images, 288–291, 294, 298–299
  installing, 3
  loading Photoshop albums in, 291–292
  preferences, 31–33
  presets. *See* presets
  project settings for, 26–31
  resources, 4–5, 302
  system requirements, 2
  using with Photoshop Elements, 284–303
  workflow in, 8, 293
  workspace for, 8–10
presets
  choosing, 30–31
  for sharing, 264, 266, 271, 274, 276, 282
  standard definition (SD), 274
  using, 26, 27
Preview Disc window, 226–227, 231–233, 240
Preview window, 81–82
previewing
  animations, 184
  clips, 58–59
  DVD menus, 226–227, 231–233, 240
  effects, 123–134
  in Premiere Elements, 90
  shortcuts, 66
  transitions, 155, 158–159, 164
  video on TV, 87, 176, 231, 237
progressive video, 31
Project view, 16, 60–61, 78–82
projects. *See also* files; movies; video
  creating in Photoshop Elements, 288–291
  designating chapters in, 229–230
  exporting. *See* exporting
  opening, 32, 58, 234
  playing. *See* playback
  preferences, 31–33
  previewing. *See* previewing
  recent, 32, 234
  rendering, 90, 190, 256, 274
  saving, 32
  settings, 26–31
Properties view, 18–19
Push transition, 155–156

Q

quality issues, 13, 63, 123, 275
Quality Level threshold, 106–107
QuickTime, 271, 275, 286

R

rendering
  background, 90, 134
  effects, 90, 123–124
  previews, 74
  projects, 90, 190, 256, 274
  transitions, 165
  work area, 90, 124–125
resolution, 30–31, 131, 260, 266
resources, 4–5, 302
ripple deletion, 94
rolling credits, 189–191

S

Scene Detect feature, 43–44
Scene Marker buttons, 237–240
scene markers
  adding, 229–230
  automatically generating, 232–234
  button labels/image thumbnails, 238–240
  described, 244
Sceneline view. *See also* Timeline view
  adding clips, 91–93
  deleting clips, 94
  described, 14
  moving clips, 93–94
  Split Clip tool, 96–97
  trimming clips, 95–96
  working in, 85
  working with My Project panel, 90–96
scenes, 43–44
Scratch Disk preferences, 32
scrubbing, 90
SD cards, 38, 48, 51
searching for files, 61–63
settings-related issues, 27–31

Shadow/Highlight effect, 119, 125–127
Share panel, 11
Share workspace, 18, 255, 264, 268, 274
sharing movies, 262–283
  from computer, 271–275
  considerations, 264
  exporting to tape, 279–280
  presets for, 264, 266, 271, 274, 276, 282
  sharing single frames, 281–282
  universal counting leader, 277–278
  via mobile phones/players, 276
  via Photoshop.com, 263, 268–270
  via YouTube, 266–268
sharpening clips, 129, 130
Shuttle control, 44, 45, 75, 88
slide shows
  creating, 108–109
  using Photoshop images, 288–291
Smart Albums, 80
Smart Tags, 11, 64, 70, 72, 218
Smart Trim mode, 105–109
SmartFix feature, 117–119
SmartMix feature, 202–204
SmartSound Quicktracks, 197–200
sound. *See* audio
source footage. *See* video footage
speed controls, 116. *See also* playback
Split Clip tool
  in Sceneline view, 96–97
  in Timeline view, 103–105
split editing, 212
splitting clips, 96–97, 103–105
Stabilize filter, 129–130
stacking order, 188
star ratings, 62, 64, 66, 70, 80
stop markers, 241–242, 243, 244
stop-motion video, 49
storyboard-style editing, 14, 25, 91
submenus, 241–243
system requirements, 2

T

tagging. *See also* keyword tags
  clips in Organizer, 64–78
  creating Smart Albums with, 80
  Smart Tags, 11, 64, 70, 72, 218
  star ratings, 62, 64, 66, 70, 80
tape-based devices
  capturing stop-motion from, 49
  capturing video, 10, 40–50
  exporting movies for, 277–280
  options, 280
Tasks panel, 15–18, 33–34, 153
templates
  disc menu, 234–240, 244, 246, 248
  drop zones in, 246, 247, 248
  titles, 172, 191
text. *See also* titles
  buttons, 250–255
  centering, 177, 180, 186, 189
  changing menu titles/buttons, 252–255
  color, 180–181, 187–188
  Horizontal Type tool, 174, 180, 296
  kerning, 177–178, 179
  modifying in titles, 175–185
  repositioning, 175
  size, 177–178
  superimposing over video clips, 185–189
  warped, 298
themes, movie, 216–223
Themes view, 17
thumbnail scene buttons, 249–254
thumbnails, image, 237–240
Time Stretch tool, 130, 143–144
timecode, 44, 46, 82, 87, 91
timecode-based scene detection, 43, 44
time-lapse video, 49
Timeline view. *See also* Sceneline view
  adding/deleting tracks in, 99
  customizing track display, 100
  described, 14–15
  editing in, 100–103
  Split Clip tool, 103–105
  trimming clips in, 101–103
  working with My Project panel, 97–103
  zoom controls in, 98, 101, 103, 301
title safe guides, 294
titles. *See also* text
  adding images to, 181–183
  animating still, 184–185
  centering, 180
  color, 180–181, 187
  creating, 173–174
  customizing in Photoshop Elements, 294–300
  fade effects in, 183–184
  modifying text in, 175–185
  rolling credits, 189–191
  superimposing over video clips, 185–189
  templates for, 172, 191
  working with, 172
Titles view, 16
title-safe zones, 176, 252
tracks
  adding/deleting, 99
  changing height of, 99
  customizing display of, 100
  using Picture-in-Picture overlay for, 140–141
transitions, 150–169
  accessing, 153–154
  adding to multiple clips, 165–166
  applying, 154–155, 291
  considerations, 152–153, 167–168
  copying/pasting, 166
  deleting, 155
  experimenting with, 168
  fading in/out, 134–136, 163–164
  GPU-accelerated, 165
  modifying default settings, 158–161
  previewing, 155, 158–159, 164
  properties, 155–157
  rendering, 165
  replacing, 161–163
  smoothing, 163, 165, 166
  working with, 152–168
Transitions view, 16, 153–154
trimming clips
  In/Out points, 95, 101–102
  in Preview window, 81–82
  in Sceneline view, 95–96
  in Timeline view, 101–103
  using Smart Trim, 105–109
troubleshooting
  device-control issues, 46–47, 48
  settings-related issues, 27–31
TV
  previewing video on, 87, 176, 231, 237
  safe zones for, 176
Type Tool button, 174

U

undo feature, 19
universal counting leader, 277–278
uploading movies/files. *See also* exporting movies
  to Photoshop.com, 76–78, 263, 268–270
  to websites, 269, 271
  to YouTube, 266–268

V

VHS video, 50
video. *See also* movies; projects
  adding to menus, 246–249
  analog. *See* analog video
  capturing. *See* capturing video
  compatible formats for, 275
  converting analog to digital, 50
  dubbing, 279–280
  editing. *See* editing
  exporting. *See* exporting
  importing, 39–40, 48–52
  organizing. *See* Organizer
  playing. *See* playback
  previewing. *See* previewing
  resolution, 30–31, 266
  scrubbing through, 90
  source footage. *See* video footage
  stop-motion, 49
  synchronizing on Photoshop.com, 77–78
  time-lapse, 49
  trimming linked audio and, 212
  uploading to YouTube, 266–268
  VHS, 50
video deck. *See* camcorders
video devices, 16, 45. *See also* camcorders
video footage
  choosing for Video Importer, 51
  considerations, 28, 260, 266
  correcting shakiness of, 129–130
  indoor/outdoor shoots, 120
  project setup, 26–27, 30
  spacing between lines, 179
  types of, 38
Video Importer, 39–40, 48–52
Video Transitions, 154
Videomerge effect, 141–143
Vintage Photo effect, 295
volume adjustments, 205–209

W

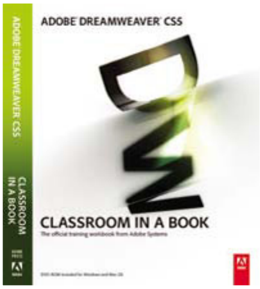
waveforms, 206–207
Web DVDs, 255–257
webcams, capturing video from, 16, 40, 42, 43, 45
websites
  compatible formats for, 275
  uploading movies to, 269, 271
Windows Media files, 275
workspaces. *See also specific workspaces*
  customizing, 33–34
  overview, 7, 8–10

Y

YouTube movies, 266–268

Z

zoom controls
  in Monitor panel, 89–90, 98
  in Timeline, 98, 101, 103, 301
zoom effects, 131–134
Zoom In button, 98, 101, 103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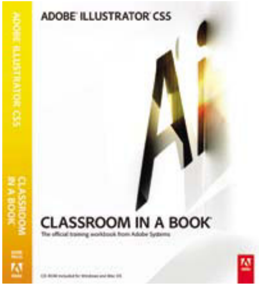
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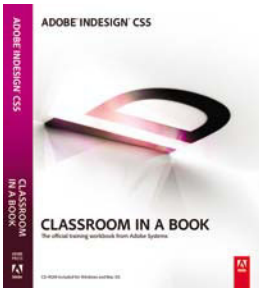
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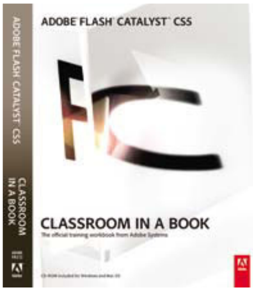
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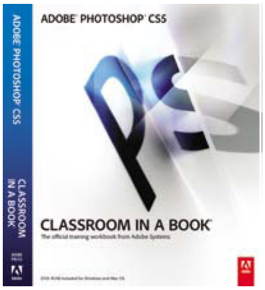
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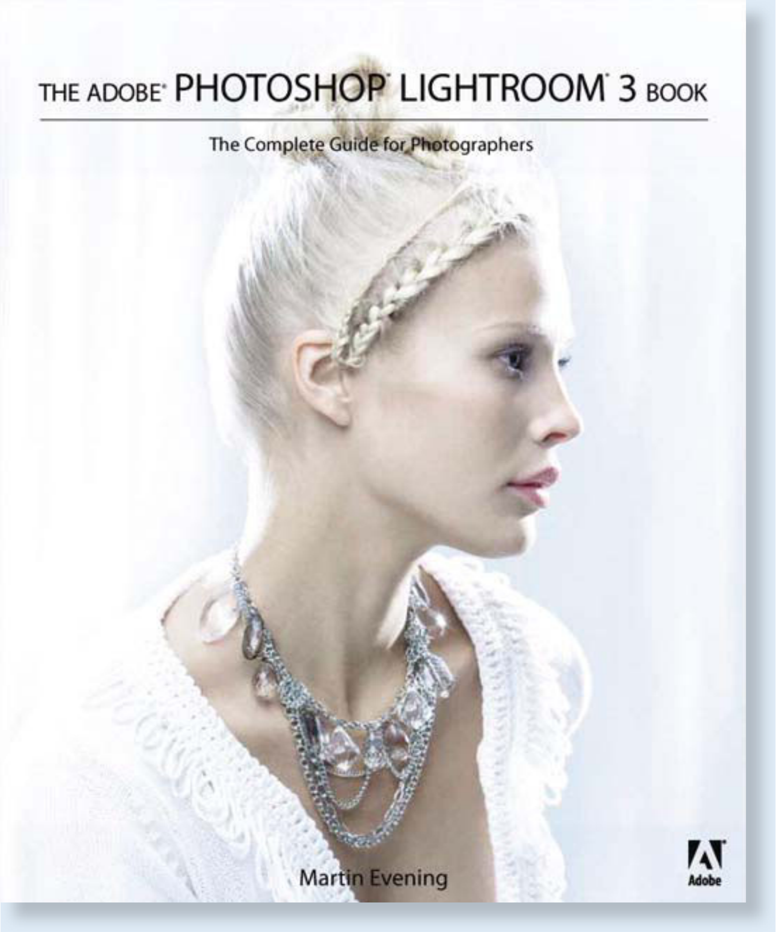

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